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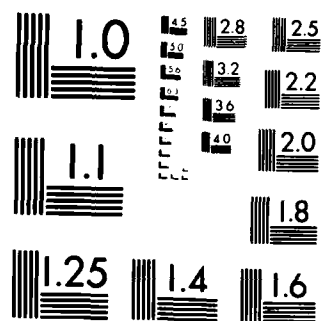
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NAVAL POSTGRADUATE SCHOOL

Monterey, California



THESIS

SOLUTION TECHNIQUES FOR
WHOLESALE PROVISIONING
OF REPLACEMENT PARTS

by

William A. Goulding

September 1984

Thesis Advisor:

G. T. Howard

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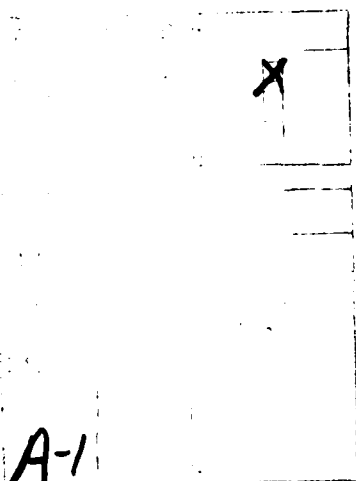
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Solution Techniques for
Wholesale Provisioning
of Replacement Parts

by

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Lieutenant Commander, United States Navy
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ABSTRACT

The purpose of this thesis is to present solution techniques for provisioning problems arising in the Navy's wholesale purchase of replacement parts. The objective is to minimize the Mean Supply Response Time (MSRT) subject to a budget constraint. The problem can be formulated as a Dynamic Program (DP), however, it is too large and complex for a standard recursive dynamic approach. Consequently, a variation of the normal DP approach was developed that significantly reduces the required computations. An existing DP computer program was modified to implement this DP variation. The result is a usable approach considering speed and ease of manipulation.

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I. HISTORY AND INTRODUCTION

The U. S. Navy is a hardware oriented organization requiring a wide variety of spare and replacement parts. The Naval Supply Systems Command (NAVSUP) is the organization within the Navy responsible for maintaining a sufficient stock of parts and replenishing this stock when quantities run low. NAVSUP is keenly interested in the quality of the models it uses to provide support for the Navy's weapons systems. Faculty of the Naval Postgraduate School were asked to examine the existing wholesale and retail provisioning and replenishment models and to provide comments on their correctness and suggestions for possible improvements. In response, a report by Richards and McMasters [Ref. 1] addresses the problems and various solution techniques. This thesis examines a specific solution technique that may be applicable to one of the problems. The following is a brief synopsis of the existing models and the environment in which they operate.

Within NAVSUP there are two centers that use provisioning models, 1) Ships Parts Control Center (SPCC) and 2) Aviation Supply Office (ASO). Presently the Inventory Control Points (ICPs) within the centers have two retail provisioning models which generate, 1) COSALS (Coordinated Shipboard Allowance Lists) and 2) AVCALS (Aviation Coordinated Allowance Lists). These models supply sufficient parts support for a short term ship deployment and try to provide protection from replacement part depletion until the wholesale replenishment models can buy or repair the needed spare parts.

Weapon system procurement requires that provisioning support be available by a set preliminary operational

capability (POC) date. The initial support requirements are determined by a wholesale provisioning model. The support must be comprehensive enough to supply a new weapon system until the replenishment buy can be made and delivered. It should be noted that the provisioning lead time is usually two to two and one half years. Variability in production and installation causes the quality of the forecasted demand to be poor. Hence, the provisioning buy may result in large quantities of excess parts in the supply system, or there may be many stockouts before the replenishment buy becomes available. The Assistant Secretary of Defense (Installations and Logistics) has provided guidance [Ref. 2] to help prevent large excesses. From this instruction a third model (COSDIF) was developed to conservatively estimate the quantities of new parts required for wholesale provisioning. For existing equipment no additional stock is procured for the new weapons system. If the increase in demand from the new system is large enough, the inventory manager can anticipate the increase and start a replenishment buy in sufficient time to meet the need. Otherwise, inventory optimization models may be used to control the stock. Wholesale replenishment for a new system is initiated at different times by the two centers within NAVSUP. For either center the reorder point for replacement parts is subject to change as a function of the actual demand the weapon system places on the supply system. The reorder point for an existing system occurs at part depletion levels set by NAVSUP.

Budgeting constraints for support of existing systems are partially driven by the peculiarities of the Department of Defense Planning, Programming and Budgeting System (PPBS). Those purchases for new weapon systems are funded as part of the procurement process. For existing systems, each Service requests from Congress sufficient funding to

meet specific levels of readiness and availability set by the respective Service Head. NAVSUP receives this direction from the Chief of Naval Operations (CNO) and then prioritizes the parts required with a procedure called "Variable Threshold". This technique considers several inputs peculiar to the weapon system to develop the priority list for items to be purchased. The quantity (depth) to be purchased is determined from historical data or from engineering estimates of the number of anticipated failures for a period of time equal to one procurement lead time plus one quarter. Proceeding from the top of the priority list the parts are purchased to their 'depth' until the budget is expended. Those parts unfunded for purchase are placed in a file for Unfunded Requirements.

Obviously, the optimal quantities to purchase, as a function of the inputs, and the maximum utilization of the budget are of high interest. Howard in [Ref. 3] addresses several different approaches that provide solutions for this type problem. The thrust of this thesis is a variation of one of those solution techniques for a similarly defined provisioning problem. The objective is to minimize the Mean Supply Response Time (MSRT) subject to a budget constraint.

The overall MSRT is a nonlinear composite function of the purchase quantity for all items. The individual item's MSRT functions are also nonlinear with performance as a function of four variables peculiar to the item type. The budget constraint is a linear function with constant costs for each item and a set budget limit. There are no cost advantages for large magnitude buys or item combination buys. The individual costs and return functions of the MSRT lend themselves to formulation as a dynamic programming (DP) problem. However, the problem is large and complex for a standard recursive dynamic approach due to the required number of stages, the magnitude of the budget and the range

of costs. Consequently, a variation of the normal DP approach was developed that significantly reduces the required computations. This variation shall be referred to as 'the funnel' because of its funneling characteristics for computation of the resource variable bounds. Further explanation of its construction and procedure may be found in Chap 2&3. Modifications of an existing DP computer program described in [Ref. 3] to operate as the DP variation makes the 'funnel' method a usable approach considering speed and ease of manipulation. Additionally, the DP variation has the advantage of providing an optimal integer solution. In this report 'the funnel' will be compared to a full DP procedure and a computerized marginal analysis approach which operates very efficiently but which may not generate the optimal solution.

II. SOLUTION TECHNIQUES

This chapter will discuss three methods for solving the provisioning problem described in Chapter 1, 1) marginal analysis, 2) pure dynamic programming, and 3) a modified dynamic programming procedure. The first technique provides a quick solution that is a good estimate but may not be optimal. The second technique provides a global optimal solution but requires a large amount of computer time for any moderate sized problem. The third technique provides a local, and possibly a global, optimal solution and requires significantly less time than option two.

The following definitions will be used in the formulation and discussions in this chapter. Capital letters represent the variable while lower case letters indicate a subscript. In the expression X_{i-1} the quantity $i-1$ is the subscript although it appears on the same line as the symbol X .

N	= the total number of items considered for provisioning
B	= pre-assigned maximum budget amount
C_i	= the unit cost of item i
E_i	= the essentiality code for item type i
K_i	= the fixed time required to satisfy a requisition for item i if stock is available
L_i	= the demand rate for item i (λ_i)
S_i	= the decision variable for the number of items of type i
T_i	= the procurement lead time for item i
$P^i(S_i)$	= the probability of S_i demands for item i during the provisioning interval

$P_i(S_i)$ = the probability of S_i or fewer demands
for item i during the provisioning
interval

$Z_i(S_i)$ = the performance measure for item i when
 S_i units are stocked.

The objective of this problem is to minimize the Mean Supply Response Time (MSRT) as a function of S_i . MSRT is a widely used measure of supply performance because of its role in determining availability and because it is an indicator of the success of a supply system in meeting response time goals. It considers two major factors in computation,

- 1) the likelihood of satisfying demands from stock on hand and
- 2) the length of the delay in satisfying demands when the system runs out of stock.

It may be represented by the following expression,

$$MSRT = \min \sum_{i=1, \dots, N} E_i \cdot L_i \cdot T_i \cdot Z_i(S_i) / \sum_{i=1, \dots, N} E_i \cdot L_i \cdot T_i \quad (2.1)$$

where the likelihood adjustments for conditions one and two are factors in the $Z_i(S_i)$ function. This function represents the performance measure of item i when S_i items are considered and is defined by the following equation for the case where demands during the provisioning leadtime are assumed to be Poisson distributed:

$$Z_i(S_i) = K_i + ((1 - P_i(S_i)) \cdot (L_i \cdot T_i - 2S_i + S_i \cdot (S_i + 1) / L_i \cdot T_i) + P_i(S_i) \cdot (L_i \cdot T_i - S_i) / 2L_i). \quad (2.2)$$

The constraint for this problem is the budget or the resource in dollars. It is linear and may be represented by the following inequality,

$$\sum C_i S_i \leq B \quad i=1, \dots, N.$$

(2.3)

The following subsections present solution techniques which are viable procedures for solving the above formulated provisioning problem.

A. MARGINAL ANALYSIS

The marginal analysis method is a quick, simple and effective approach for generating a solution to the previously defined provisioning problem. For the problem considered here, the marginal analysis approach generates solutions which may not be optimal. However, the solutions generated by the procedure do possess some very desirable properties which are stated below.

Let $Z_i(S_i)$ be the essentiality weighted MSRT for item i when S_i units are stocked. Let $\Delta Z_i(S_i) = Z_i(S_{i-1}) - Z_i(S_i)$ be the reduction in essentiality weighted MSRT achieved by increasing the stockage level for item i from S_{i-1} units to S_i units. Let $S' = (S_1, S_2, \dots, S_N)$ be the vector of allocations for the N items: i.e. S_i is the number of units allocated to item i . The marginal approach begins with a budget of B dollars and an allocation vector $S' = (0, 0, \dots, 0)$. It computes $\Delta Z_i(1)/C_i$ for $i=1, 2, \dots, N$ and selects that item for which this marginal benefit to cost ratio is greatest. Without loss of generality, assume that the item selected is item 1. This requires an expenditure of C_1 dollars and results in the allocation vector $S' = (1, 0, 0, \dots, 0)$. The procedure next computes $\Delta Z_1(2)/C_1$, the marginal benefit to cost ratio achieved by increasing the stockage for item 1 by one unit from a level of one to two units. The maximum value is then selected from among the ratios in 2.4. An additional unit of the item, say item j , for which the maximum occurs is selected and the remaining budget is

$$\frac{\Delta z_1(2)}{C_1}, \frac{\Delta z_2(1)}{C_2}, \frac{\Delta z_3(1)}{C_3}, \dots, \frac{\Delta z_N(1)}{C_N} \quad (2.4)$$

decremented by C_j dollars. The process continues in this manner allocating a single unit iteratively until the budget is expended or no additional units can be purchased. At each step, the ratios compared are

$$\frac{\Delta z_1(S_1+1)}{C_1}, \frac{\Delta z_2(S_2+1)}{C_2}, \dots, \frac{\Delta z_N(S_N+1)}{C_N}, \quad (2.5)$$

where the current allocation vector is $S'=(S_1, S_2, \dots, S_N)$. Since only one of the ratios changes at each step of the process, the computations required are very few.

It can be shown [Ref. 4], that for the problem considered here the solution is undominated. That is, if $B(S')$ is the budget required to fund the allocation vector S' , and if S'' is any other allocation vector such that $B(S'') \leq B(S')$ then the overall essentiality weighted MSRT for S' is smaller than that for S'' . If it should happen that $B(S') = B$, the original budget, for some step of the marginal analysis procedure, then the solution S' is optimal.

In actual practice, what usually happens in the marginal analysis procedure is that at some step purchase of the item with the largest marginal benefit to cost ratio requires an expenditure of more money than that which remains. The allocation vector at that point is not feasible and various heuristics are usually applied to continue the process. The most popular heuristic is to backtrack to the previous feasible solution and select that item which has the maximum benefit to cost ratio among those items with unit costs no larger than the budget remaining. On applying such heuristics, one can not claim that the final solution so obtained is undominated. However, one can make use of the undominated property to obtain a bound on the optimal value of the objective function.

Let $Z(SS)$ be the objective function value at the occasion at which the marginal analysis procedure first generates a solution for which the budget required is equal to or greater than B . If equality exists, SS is optimal. Suppose $B(SS) = BS > B$ and let $S^*(X)$ be the optimal solution for a budget of X dollars. Then, since SS is undominated, $Z(SS) \leq Z(S^*(BS)) \leq Z(S^*(B))$, which is the value of the objective function at the optimal solution. Thus $Z(SS)$ is a lower bound on the optimal value of the objective function. One can thus assess the potential benefit of a more extensive search for the optimal solution by comparing the actual performance obtained at any stage with the lower bound discussed above.

A computer program was written by Richards to implement this method. A sample of this Marginal Analysis program output in table I shows the iteration number, which items are purchased, the numbers of items purchased, the benefit to cost ratios and the budget remaining. The table shows the sequence in which the items are purchased. Note the decreasing benefit to cost ratio. The program selects item number one five times in a row before the first unit of item two provides a better marginal return. The last attempt to purchase chooses an item that drives the remaining budget negative. The program automatically re-evaluates the marginal returns and then chooses the next largest benefit to cost ratio which in this case drives the remaining budget to zero. As previously discussed this solution may not be optimal.

The Marginal Analysis program has several other capabilities based on the same approach. There is a job selection menu that provides a choice of 1) spares determination, 2) budget determination or 3) kit evaluation. The first option selects the quantities to be purchased within a given budget. The second option solves a related problem by

TABLE I

Sample Output from the Marginal Analysis Program

```
*****
*   METHOD: FIXED      BUDGET =    205.00   *
*****
```

```
*****
STEP  ITEM  SI      RATIO      BR
1      1      1  0.480808496    200.00
2      1      2  0.365659833    195.00
3      1      3  0.260618091    190.00
4      1      4  0.172421157    185.00
5      1      5  0.105280340    180.00
6      2      1  0.0735758543    170.00
7      3      1  0.06000002967    155.00
8      3      6  0.0591956675    150.00
9      3      2  0.05333369593    135.00
10     3      3  0.0466887541    120.00
11     3      4  0.0400909968    105.00
12     3      5  0.0336193480     90.00
13     1      7  0.0306577347     85.00
14     3      6  0.0273999237     70.00
15     3      7  0.0216008648     55.00
16     2      2  0.0207276568     45.00
17     3      8  0.0164023377     30.00
18     1      8  0.0146531016     25.00
19     3      9  0.0119544677     10.00
20     3     10  0.0083406679     -5.00
20     1      9  0.0064818673      5.00
21     1     10  0.0026624922      0.0
```

```
*****
MINIMIZE MSRT  EXCESS:  0.0
```

```

I      SI      MSRT
1      10     0.190
2      2      10.396
3      9      12.176
```

OVERALL 5.385

```
REALIZED PERFORMANCE = 5.3852
BOUNDS ( 6.0033, 4.3120)
```

computing the required budget to meet a specified constraint, in this case MSRT. The third option evaluates the available performance for a given decision set. The program will conduct the optimization problem with a Lagrange Multiplier or marginal analysis. In either case the answer is the same. The speed and ease of manipulation of this procedure are desirable; however, to be guaranteed an optimal solution a means of verification must be found. That is the goal of this thesis.

B. STANDARD DYNAMIC PROGRAMMING

The standard dynamic programming approach can be applied to this type of provisioning problem. The following sample problem illustrates how the concept may be applied. A single stage problem corresponding to a single item may be characterized as in fig 2.1.

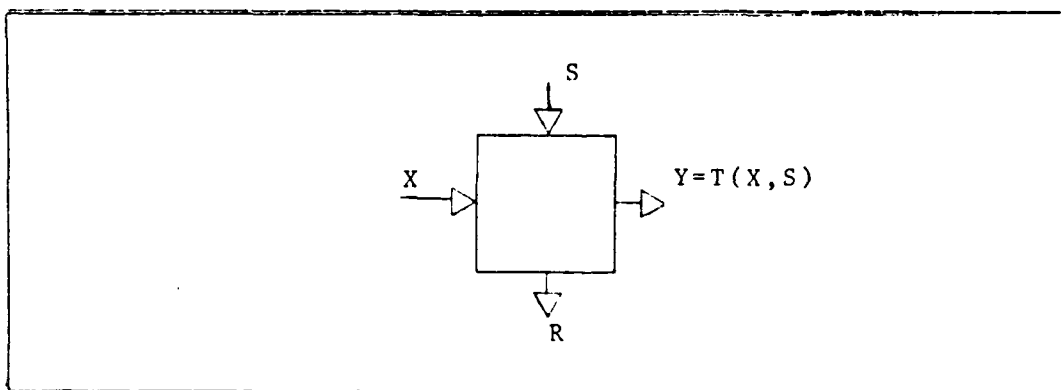


Figure 2.1 Example of a One-Stage Decision Problem.

In figure 2.1,

X is the input state variable which is the resource available for use at this stage.

S is the decision variable that represents the decision

within the stage.

R is the stage return function that produces a return based on the input X and the decision S .

Y is the output state which is a function of X and S .

T is the stage transformation function that expresses the components of the output state Y as a function of the input state and decisions, $Y=T(X,S)$.

An '*' after an X_i or S_i variable indicates the optimal value for that stage, [Ref. 5 p22-23.].

The one-stage initial-state optimization problem is to find the best stage return as a function of the input state X . The optimal return from the stage will be denoted as $F(X)$ and the optimal decision as $S^*(X)$. Thus,

$$F(X) = \min_{S(X)} R(X, S(X)) = R(X, S^*(X)), \quad (2.6)$$

where the decision $S^*(X)$ provides the best return for that particular input value X . If X were to change the values of $S^*(X)$ and the return function should also change.

Now consider a multistage problem as shown in figure 2.2. This is the standard recursive DP structure with backward numbering where stage N is on the left and the stage 1 on the right. The optimal return for stages $i, i-1, \dots, 1$ is represented by $F_i(X_i)$. The solution technique solves succeeding stages from right to left providing the optimal return $F_N(X_N)$ up to the current stage under consideration. In the single stage problem Y was the output state variable, but now Y serves as the input to the next stage so $X_{i-1} = Y = T_i(X_i, S_i)$. Thus, in an N stage problem, the output from stage i becomes the input to stage $i-1$ for $i=1, \dots, N$. In figure 2.2

X_i is the state variable

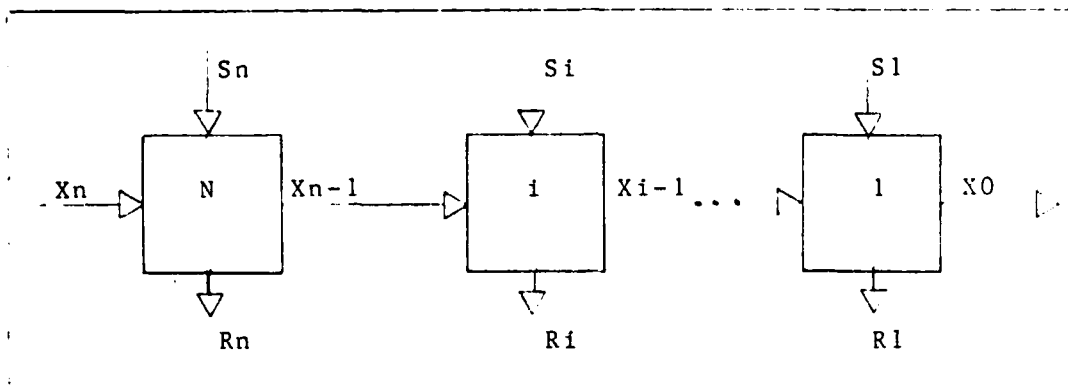


Figure 2.2 Example of an N Stage Decision Problem.

S_i is the decision variable

R_i is the stage return function

T_i is the stage transformation function

* after an X_i or S_i variable indicates the optimal value for that stage,

where $i=1, \dots, N$ is the stage index. For each stage a decision $S_i^*(X_i)$ will be made that yields the optimal return $F_i(X_i)$ as a function of the present stage return $R(X_i, S_i^*(X_i))$ and the optimal return $F_{i-1}(X_{i-1})$ for the stages 1 through $i-1$. The recursive equation for a minimization procedure would be,

$$F_i(X_i) = \min_{S_i} (R_i(X_i, S_i) + F_{i-1}(X_{i-1})) \quad i=1, \dots, N, \quad (2.7)$$

where

$$X_{i-1} = T_i(X_i, S_i) = X_i - C_i S_i \quad i=1, \dots, N. \quad (2.8)$$

The stage transformation is simply the budget minus the quantity purchased multiplied by its cost. This recursion assumes the overall return function is the weighted sum of

the individual return functions for all replacement parts. The equation for this relationship is,

$$MSRT = \sum_{i=1}^N R_i(X_i, S_i) \quad i=1, \dots, N. \quad (2.9)$$

The problem is to make a series of decisions $S_N \dots S_1$ that will optimize the overall return function while remaining within the budget constraints.

For the previously discussed provisioning problem, using the different replacement parts as the stages, the state variable X_i is the resource, i.e., the dollars remaining at each stage. The decision variable S_i is the number of parts purchased in stage i . The stage return function is the $MSRT$ which must be computed from four operating characteristics for each part, (essentiality, procurement lead time, demand rate, performance as a function of quantity procured). The following equation represents the return function at each stage,

$$R_i(X_i, S_i) = E_i * L_i * T_i * Z_i(S_i) / _E_i * L_i * T_i \quad (2.10)$$

$$i=1, \dots, N.$$

The Standard DP approach computes the function $F_i(X_i)$ from equation 2.7 recursively for $i=1, \dots, N$ and for all possible values of X_i . At each stage i this is done by examining all feasible decisions for each X_i , computing the return for each decision, and then adding the corresponding optimal return $F_i(X_i-1)$ from the remaining stages to arrive at the optimal return for the present X_i . Then for all X_i values in the stage, the best total return is chosen and assigned to $F_i(X_i)$. At the N th stage the process is complete and $F_N(X_N)$ represents the optimal return for the problem. This process is efficient for small problems, however it becomes computationally more difficult as the

number of stages and the number of possible state variable values increase in each stage.

For an example of the computational burden, consider a very simple problem with a budget B , a constant increment K for the state variable X_i within each stage, and a max of D decisions for each state variable value. In this case the number of evaluations for one stage is equal to $(B/K) * D$. Assuming the transformation function and the recursive equation for the optimal return equation require only one addition each, then there are $2 * (B/K) * D$ additions per stage. Each state variable value will require $D-1$ comparisons, hence, there are $(B/K) * (D-1)$ comparisons per stage. The total number of operations (additions plus comparisons) required for all stages may be represented by,

$$N((2 * B * D) / K) + (B * (D-1) / K), \quad (2.11)$$

or simplified this becomes

$$(N * B / K) * (3D-1). \quad (2.12)$$

This example is actually a gross over-simplification of the computational problem. It is possible the return function could be very complex requiring many operations for each decision at each X_i value through the range of the budget. However, for a numerical comparison, consider a 25-stage problem with a budget of 74000, a state variable increment of 1000 and a maximum of 100 decisions. This leads to 553150 operations as shown in equation 2.13,

$$((25 * 74000) / 1000) * ((3 * 100) - 1) = 553,150. \quad (2.13)$$

This is the required number of additions and comparisons for a 25 stage problem. For today's high speed computer an

addition operation at machine language level takes about twenty-four machine cycles while a comparison takes eighteen. Using twenty cycles as an average and a machine speed of two million cycles per second, the above number of comparisons and additions would take approximately nine seconds. This time estimate is for an incredibly simple problem that does not take into account any of the administrative overhead, objective or constraint computations or increased calculations required by complex functions. By setting $K=10$, which is equivalent to reducing the stage increment from 1000 to 10, equation 2.14 shows that the number of operations will increase to

$$((25*74000)/10)*((3*100)-1)=55,315,000. \quad (2.14)$$

Hence, it is easy to see the limitation of standard dynamic programming. While it gives integer solutions, the computational burden is considerable even in simple problems.

C. A DYNAMIC PROGRAMMING VARIATION

The computational workload of the full dynamic programming procedure makes it undesirable for large problems. A technique that will be referred to as 'FUNNELING' because of its control of the resource boundaries between the stages, was developed and applied to a standard recursive DP computer program. The result is a shortened procedure that provides a locally optimal integer solution to problems that can be formulated in the DP construct.

For any optimal solution to an N -stage DP problem there is a series of decisions S_i^* for $i=1, \dots, N$. Corresponding to this solution there is a sequence of X_i^* values for $i=1, \dots, N$. These optimal state variable values X_i^* , represent the best quantities of resource available for

consumption at that stage and are not known in advance. If it were possible to find an approximate value for X_i^* in each stage, the optimal solution then could be localized with an iterative process. That is, rather than compute $F(X)$ for all X values there could be, a 'window' of interest, centered around the approximate X_i^* value in each stage. The computations would be performed on the limited range of X_i values in that window thereby reducing the required workload significantly. This concept of controlling computational boundaries around an approximate optimal X_i^* value is the foundation for the DP variation.

The problem initially is how to localize the regions of the best X_i . This is solved by the first run of the funnel program using a large state variable increment. The resulting X_i values are then used as an approximation to the initial X_i^* values $i=1, \dots, N$. A subroutine of the funnel program then constructs a window around the area of interest for further refinement. The first estimate of the X_i^* values is quite rough and the decisions, especially the S_i which have costs less than the initializing increment, may change significantly as the X_i are examined with a lesser state variable increment.

The second program run is the first refinement of the initial solution. Using the large increments the program will have chosen the best return available though it may not be close to the optimal value. The increased sensitivity of the reduced state variable increment will allow consideration of more X_i values in the window permitting the optimization process to move closer to the best return. It is conceivable that any X_i may change as much as the window of its stage will allow. This much variation in the decisions indicates that the best solution lies outside the window and the boundaries must be changed accordingly. This situation may be present in several stages for any program iteration.

Due to the characteristics of the DP procedure, a change in the state variable consumed at stage N will cause the quantity of resource available at stage N-1 and succeeding stages to change. The concept is that repetitive runs of the funneling program will allow the computational bounds for each stage to localize and center upon their respective X_i^* . When each of the stages has chosen its X_i^* , the S_i^* for $i=1, \dots, N$ will represent the best solution for a given objective and budget. This solution will be a local and possibly a global optimum. Further discussion of the program specifics may be found in Chap 3.

Additional computations may be saved in the funneling program by ranking the stages, largest to smallest, by the cost of their respective parts. Purchasing the most expensive items first will reduce the magnitude of the budget and simplify the computations in the remaining stages. The amount of computation depends on three things, 1) the width of the window for each stage, 2) the number of state variable increments within the window and 3) the number of decisions available for each state variable increment.

Consider again the computational example of section B, where the number of operations is estimated for the dynamic programming solution procedure. To use that analysis for the funnel procedure, B in equation 2.12 is replaced by the width of the window W. This width will vary between stages but this example will assume W_i is constant and equal to 10000. Setting the remaining factors the same, $K=10$, $S=100$, and $N=25$, the number of operations required from equation 2.12 is,

$$((25*10000)/10) * ((3*100) - 1) = 7,475,000. \quad (2.15)$$

This is roughly 13.5% of the full DP requirement computed in equation 2.11, a marked improvement in efficiency. There

are other ways to make the algorithm more efficient and save computations. Further discussion of the details of the modified DP procedure may be found in chapter 3.

III. THE FUNNEL PROGRAM

This chapter discusses the operation of the standard DP program, the modifications required to employ the funneling concept and some of the implementation problems encountered in the process. Specific subroutine operations are explained in the second section.

A. MODIFICATION FOR THE FUNNEL PROCEDURE

The DP variation, called the Funnel program, is a modified version of a standard DP computer program named DP5. The modified program will be referred to as DP6 for the sake of clarity in the following discussion. The DP5 program as described in [Ref. 3] has four subroutines, STGRET, STORE, TRANFM and DLIMIT. The following list describes what function each subroutine performs in the DP process.

- 1) STORE - enters the constants to be used in the other subroutines and the main program.
- 2) DLIMIT - defines the range of the decision values S_i for any value of X_i in stage i .
- 3) STGRET - defines and computes the return function for any values of X_i and S_i in stage i , $R_i(X_i, S_i)$.
- 4) TRANFM - defines and computes the transformation function for any values of X_i and S_i in stage i , $T_i(X_i, S_i)$.

Providing DP5 with the specific input data as required in [Ref. 3], the program will compute the optimal return by the standard recursive DP procedure. The following figure shows the flow diagram for the general solution technique.

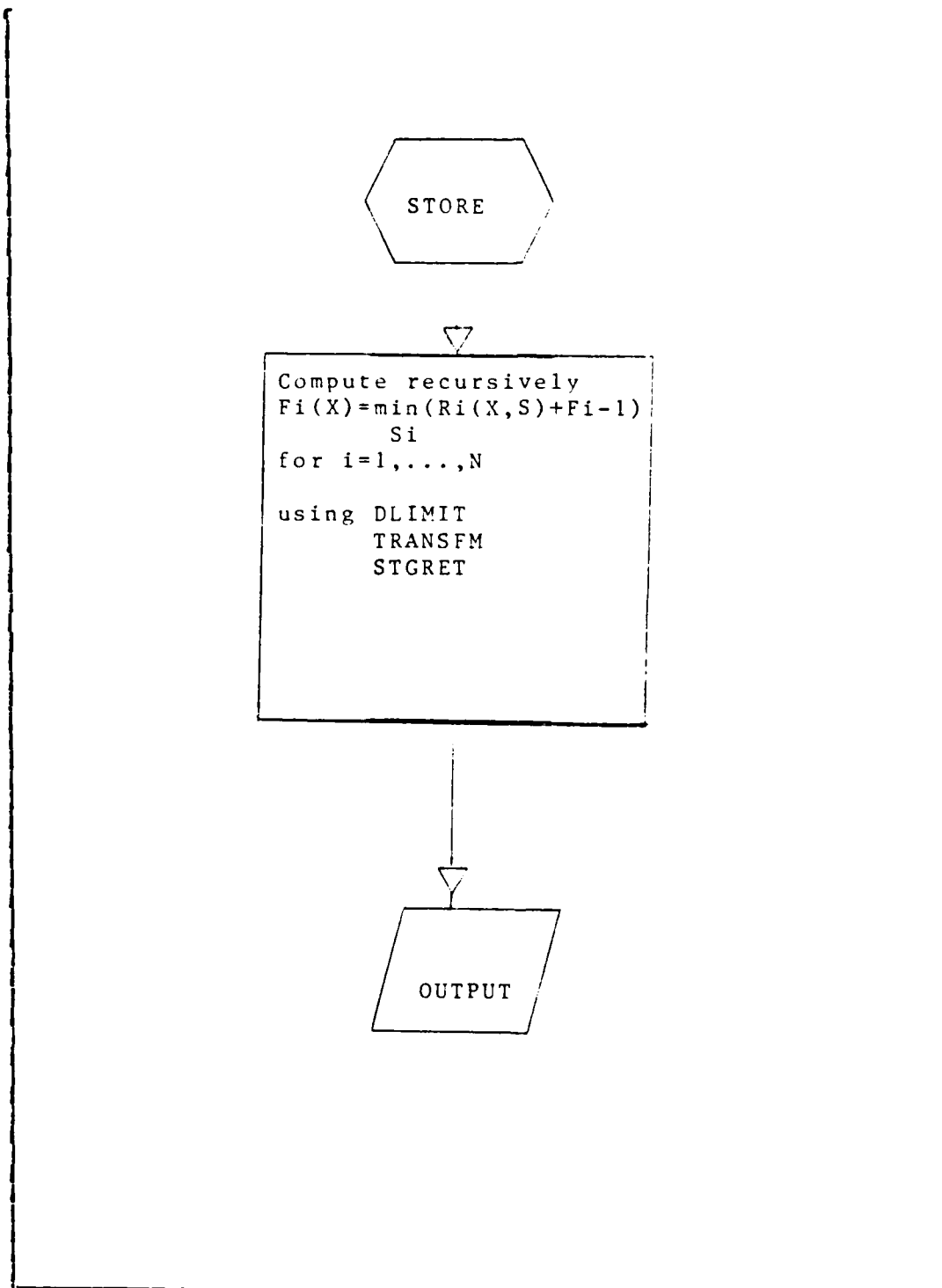


Figure 3.1 Flow Diagram of the DP5 Procedure.

The input data are the parameters for the particular problem being solved. When DP5 is run it uses the STORE subroutine to place the parameters in memory, then calls the other subroutines, DLIMIT, TRANFM, and STGRET to perform the DP procedure.

To use the concept of funneling described in Chap 2, additional subroutines must be added to DP5 to control the state variable computational boundaries in each of the stages. There are two possible starting conditions for the funnel procedure, 1) some input information is available for the decisions at each stage, or 2) no prior knowledge of the decisions is available. To respond to these conditions two subroutines ENTER and ADJUST have been created to correctly manipulate the inputs. The following list describes what function each of the subroutines performs in the Funnel program.

- 1) ENTER - reads a decision set from a file then
 creates the input data file in the correct
 format for the Funnel program,
- 2) ADJUST - manipulates the computational boundaries of
 an input data file to reflect the changes
 required at each program iteration.

The general procedure for DP6 is shown in figure 3.2, The input parameters are read into memory with the STORE function. Then, depending on the starting condition, the ENTER function may be used to create an input data file for the Funnel program from a previously available solution. This solution may be obtained from, 1) some other solution method, 2) a rule-of-thumb estimate of the solution, or from 3) past information on similar problems. In any of these cases the estimated or best guess decision set is transformed to the correct input format for the Funnel program.

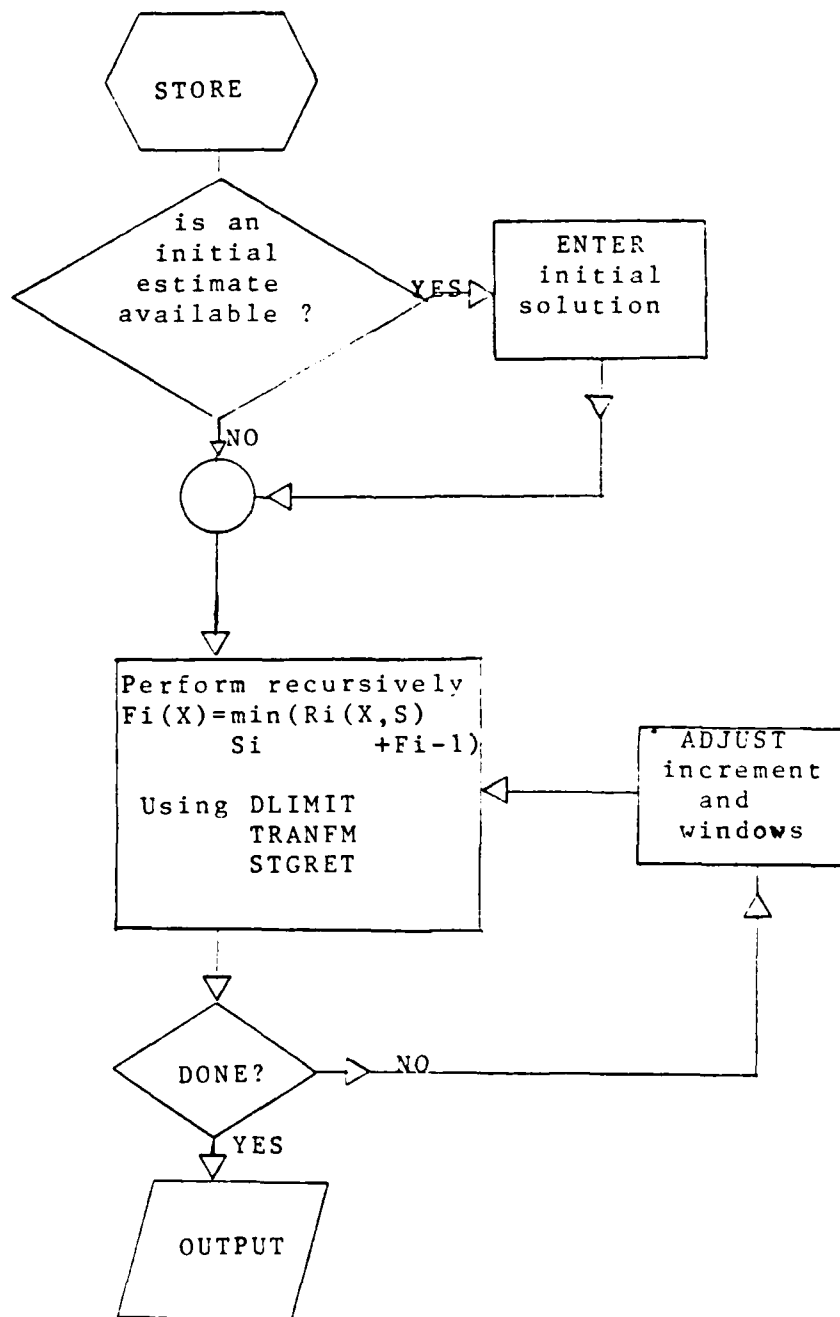


Figure 3.2 Flow diagram of the DP6 procedure.

When there is no previous solution, the beginning data file may be constructed in the correct format as defined by the user instructions located in the comment section of DP6, see appendix. This input file, as described, may be used directly with the program. The next step in the figure is the first iteration of the Funnel process utilizing the DLIMIT, TRANFM, and SIGRET subroutines. When the calculations are complete the results must be examined to see if the process has found the optimal solution, i.e., 'is it DONE'. The requirements for the 'DONE' condition are 1) an all integer solution, 2) no window boundaries violated and 3) the budget remaining must be less than the smallest cost for items to be purchased. If all of these conditions are not met the ADJUST subroutine is activated and the input data file is manipulated to correct the problem areas. With each program iteration this corrective procedure is repeated until all the conditions are met and an optimal solution is produced. An example of the Funnel program output is shown in figure 3.3.

THE OBJECTIVE IS MSRT
CONSTRAINT ON COST

THE DESCRIPTION WHICH APPEARS BELOW FOR STAGE 1
APPLIES TO STAGE 1 THRU STAGE 3 INCLUSIVE
THE PROBLEM IS TO MINIMIZE A 3 STAGE PROCESSIN
IS TO BE CHOSEN OPTIMALLY BETWEEN $XN=2.05000E+02$
AND $XN=2.0500D+02$

OPTIMAL $XN=2.05000D+02$ OPTIMAL RETURN= $5.30246D+00$

N	XN	SN	XN-1
3	2.0500D+02	1.00D+01	5.5000D+01
2	5.5000D+01	2.00D+00	3.5000E+01
1	3.5000D+01	7.00D+00	0.0

Figure 3.3 Example of DP6 Output.

The objective and constraint are stated in the first two lines. The description that follows gives the number of stages, the budget quantity, the optimal return and detailed stage results. Specifically delineated for each of the stages are the input budget quantities, the decisions and the output budget quantities. For this particular example the budget remaining at the end of the problem is zero.

Two ancillary functions were added, one to the main program and one to a subroutine to provide information to the user. The first is a timing function that provides the program run time. The second is a counting function that presents to the screen and stores in a file the numbers of the stages in which the optimal return values are too close to the computational boundaries. Both functions have provided valuable insights that will be discussed in Chapter 5.

B. THE SUBROUTINE ADJUST

The subroutine ADJUST is the heart of the funneling technique. To gain the computation reduction desired, this subroutine manipulates the windows around the 'current' state variable values, X_i' , in each stage for each program iteration. Initially the upper and lower limits HX_i' and LX_i' on the window at stage i are defined by,

$$HX_i' = X_i' + K * C_{i+1}, \quad (3.1)$$

and

$$LX_i' = X_i' - K * C_{i+1}, \quad (3.2)$$

where K is a constant. These bounds are illustrated in fig 3.4. Further adjustment of these limits may be necessary to

assure that one of the X_i values considered in the computation of $F(X_i)$ is X_i' . At stage i in the computation of $F(X_i)$ the optimization considers first $X_i = LX_i$, then X_i is incremented by C_i to give the next value, etc. Thus if LX_i is not properly set, the value $X_i = X_i'$ will never be considered.

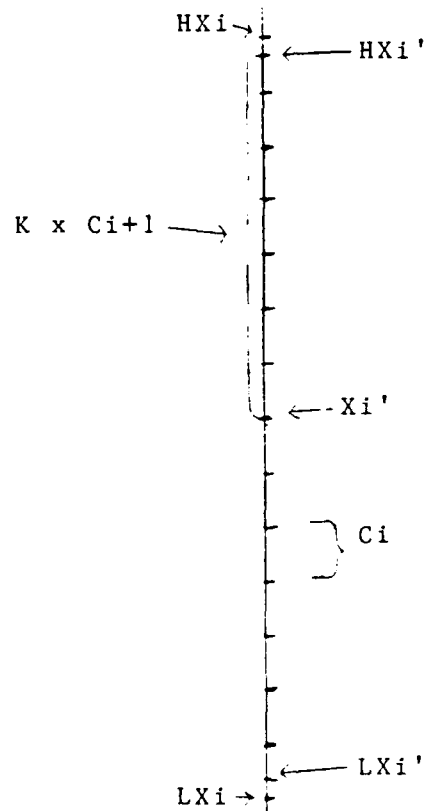


Figure 3.4 Example of a Window on a Stage i .

This adjustment of LX_i' is made by decrementing from the temporary stage value, X_i' , by the cost C_i for that stage. When this decrementing process first yields a value less than or equal to LX_i' that value is set as the new lower limit on the window and is called LX_i . A similar adjustment is made to the upper limit by incrementing from X_i' until the value HX_i' is equalled or exceeded. The new upper limit is called HX_i . This process is repeated for all the stages until the funnel is formed. In figure 3.5, the funnel may be seen for N stages of a provisioning problem. The budget quantity B is represented by the vertical lines for all stages. The upper and lower bounds are represented by HX_i , LX_i for $i=1, \dots, N$ where i is the stage index. In each stage the bounds are at least a distance equal to the product of the constant K and C_{i+1} from the X_i' value. Stages where the bounds are further from the center indicate the additional adjustment for compatibility between the successive X_i' values.

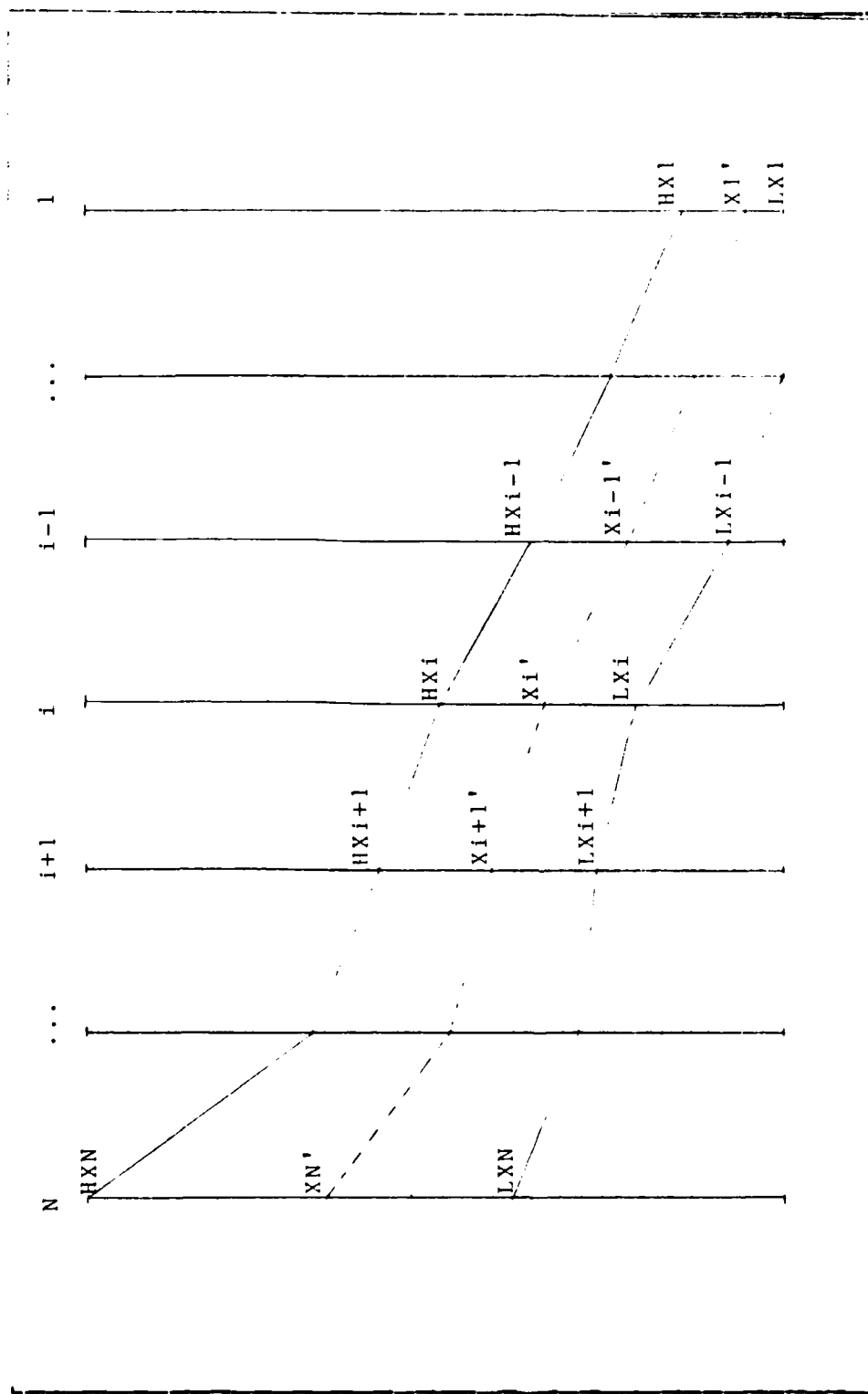


Figure 3.5 A Funnel Diagram for N Stages of a Problem.

The reason for multiplying the succeeding stage costs by the constant K is to allow the DP procedure some computational freedom in each of the stages while searching for the X_i and $S_i^*(X_i)$ values. During the computational process, should a stage choose an X_i' that is within C_{i+1} of the computational bound, the boundary is said to be violated. This is because the DP procedure may actually prefer a value outside the bound but is unable to reach it. Figures 3.6 through figure 3.9 show an example of the stage boundary manipulation as the iterative process of the DP6 program searches for the optimal solution.

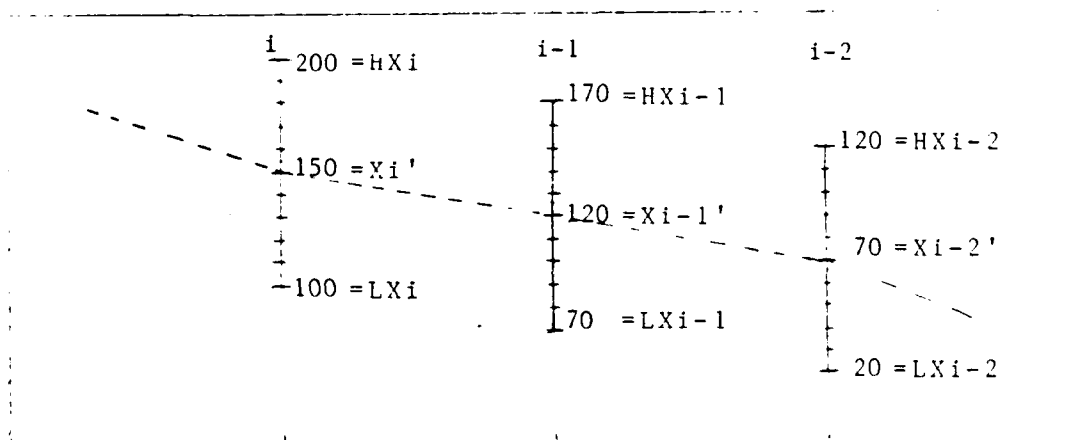


Figure 3.6 The Initialization Run.

The initializing run depends on the starting condition for the problem. If the ENTER function is used, the state variable increments will represent the costs of the respective stages. Figure 3.6 shows a starting condition of no prior knowledge; hence, the state variable increment is a constant, in this example 10, for all stages and of equal number on either side of the current X_i' estimate. A second run of the program provides an opportunity for the DP process to evaluate the estimated optimal returns with a

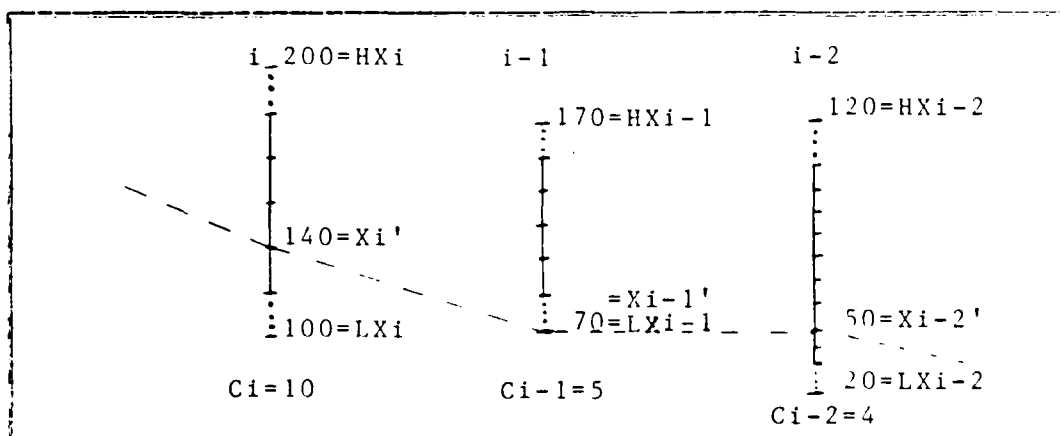


Figure 3.7 The Second Run.

smaller state variable increment or a revised boundary value and to adjust the window around a new Xi' accordingly. Figure 3.7 shows the funnel after the second run but before the windows are adjusted. The program has selected $Xi'=140$, $Xi-1'=70$, and $Xi-2'=50$. These are the current estimates of the optimal Xi' values at each stage. Notice that stage i-1 has a boundary that is violated, i.e., the $Xi-1'$ for the stage is within $Ci=10$ of the boundary. In this case the optimization function may prefer an $Xi-1$ outside the window but the boundary prevents its selection. Also in the second run the state variable increments have been changed to the cost of the item associated with the stage. In most stages these values are smaller than the initial increment making the return functions more sensitive. This increase in sensitivity should improve the optimization selection.

The violation of the lower boundary in stage i-1 causes the iteration to fail the conditions of the DONE checkpoint of figure 3.2. Consequently, the ADJUST subroutine is activated again to manipulate the boundaries producing the results shown in figure 3.8.

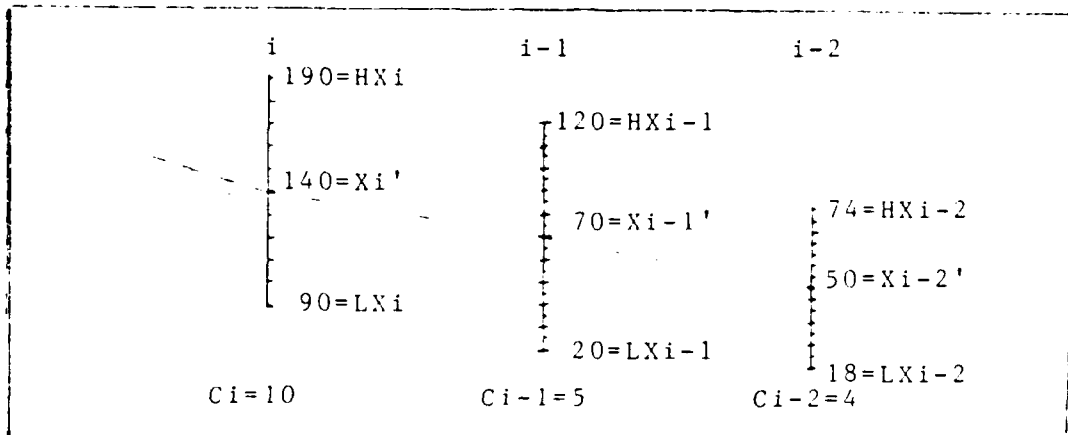


Figure 3.8 The Window Adjustments.

The points in this figure represent the input file for the third run of the program. In stage $i-1$ the window boundaries are centered on the previous iteration $LXi-1$ value. Notice the window bounds for stage $i-2$ have automatically adjusted downward to compensate for the increased resource consumption and avoid cascading boundary violations.

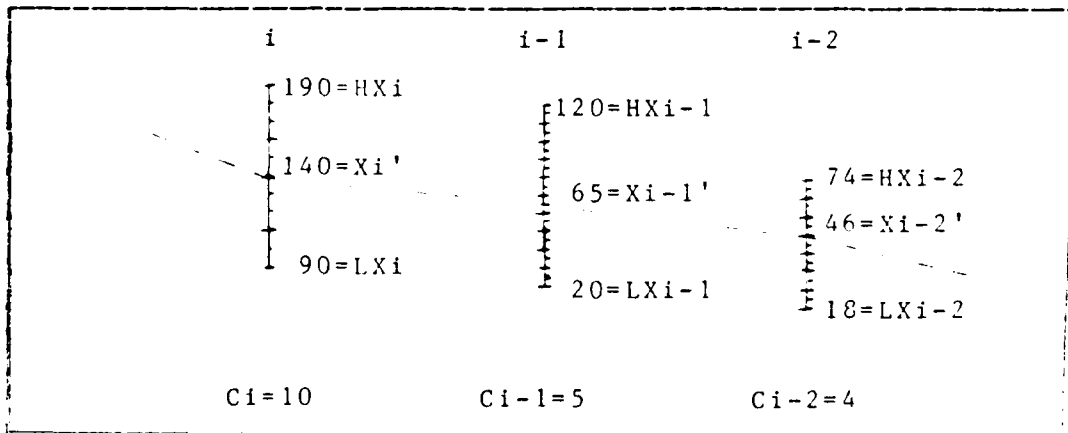


Figure 3.9 The Third Run.

Figure 3.9 shows the funnel after the third run. The program has selected $X_i^*=140$, $X_{i-1}^*=65$ and $X_{i-2}^*=46$ for the current estimates of the X_i^* values at each stage. Notice that the X_{i-1}^* value is just outside the previous LX_{i-1} , which was 70. In this example the Funnel program manipulated the boundaries of the windows to allow the DP process to choose different X_i^* values for the three stages, i , $i-1$, $i-2$. Subsequent runs of the program will determine the X_i^* for each stage. The process is 'DONE' when the remaining budget \leq minimum C_i , an optimal integer solution is provided, and there are no boundaries violated.

C. IMPLEMENTATION PROBLEMS

From the characteristics of the funneling process, there are problems that arise when transitioning between stages. When computing the maximum and minimum value of the decision to be made for each X_i in a stage i , the upper and lower bounds and item cost of stage $i-1$ must be considered. In figure 3.10, the left side is the window for stage i , the right side is the window for stage $i-1$. For the stages i , $i-1$, the highest values of the state variables are represented by HX_i and HX_{i-1} while the lowest values are represented by LX_i , LX_{i-1} . In the program DP6, the two variables DLOW and DHIGH represent the minimum and maximum decisions available for the state variable in each stage. It is essential that DHIGH for any X_i value in the window of the i th stage be of such a magnitude that it will not force the X_{i-1} value below the lower bound LX_{i-1} . Additionally, DLOW must be of such magnitude that for any X_i in the window of the i th stage, it will not force the X_{i-1} value to violate the upper bound HX_{i-1} . If either of these decision quantities is incorrect at stage i the resource quantity will be outside the window at stage $i-1$. The derivation of the

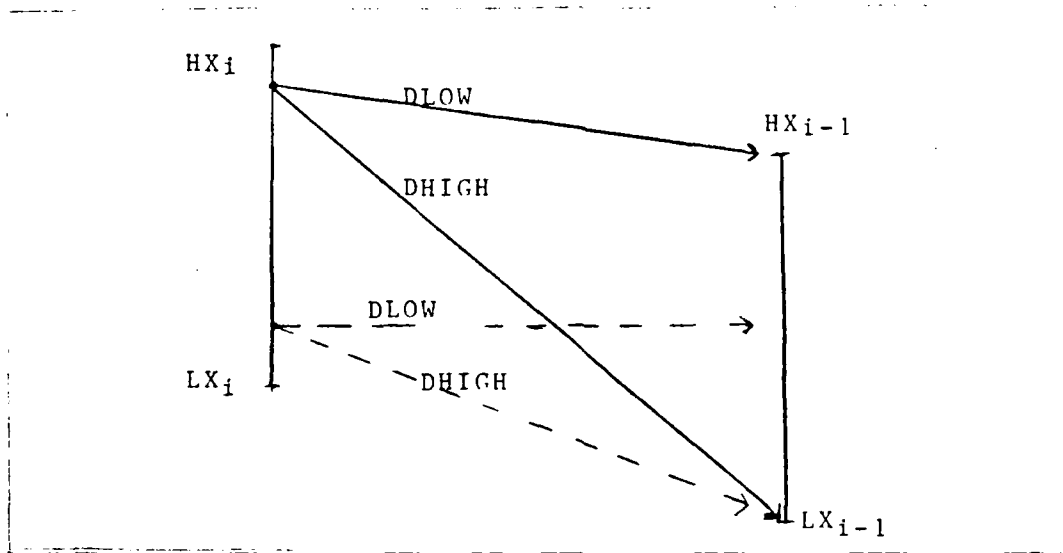


Figure 3.10 Boundary Manipulation.

formulas for these values follows. The transformation function as represented by equation 2.8 of Chap 2 is,

$$X_{i-1} = X_i - C_i S_i \quad i=1, \dots, N. \quad (3.3)$$

If this transformation is to take place from a window in stage i to a window in stage $i-1$ the following conditions must be true.

$$LX_{i-1} \leq X_i - C_i * SHIGH, \quad (3.4)$$

where SHIGH is the maximum number of items to be purchased and

$$X_i - C_i * SLOW \leq HX_{i-1}, \quad (3.5)$$

where SLOW is the minimum number of parts to be purchased. By algebraic manipulation a relationship for SLOW and SHIGH may be established,

$$SHIGH \leq (X_i - LX_{i-1}) / C_i, \quad (3.6)$$

and

$$SLOW \geq (X_i - HX_{i-1}) / C_i. \quad (3.7)$$

The expressions SHIGH AND SLOW are equivalent to the DHIGH, DLOW required in DP6 and are coded in the subroutine DLIMIT to control the boundary calculations. It is conceivable that at the extreme state variable values of X_i the computed boundaries could become negative or larger than the assigned budget. Thus, the decisions are further limited by $DHIGH = \min(SHIGH, 200)$ and $DLOW = \max(0, SLOW)$, where 200 is an arbitrarily chosen value.

The initialization for the problem is either from input decisions or else a large state variable increment is used. After the subroutine ADJUST manipulates the windows the first time, the state variable increments are decreased or the boundary conditions are changed to allow examination of the new possible X_i values for the best return. The subroutine DLIMIT automatically adjusts the DHIGH and DLOW values to compensate for the changes in the state variable increment. With this closer scrutiny, the optimal return value may change. The ADJUST subroutine moves the boundaries up or down accordingly when an optimal value is within one increment of the bounds. Recall that if the optimal return value is within one increment of window bound, it may be that the DP process would prefer a value outside the window. Hence, the boundary is recorded as violated, and the window is moved for the next iteration. This process is repeated until all the optimal return values are centered within the windows for all stages.

To save computations and avoid computing X_i values that are not compatible between stages, the state variable

increment for each stage is the cost of the item to be purchased in the previous stage. A problem arises in that the original DP5 program may provide solutions that are not integer. This is possible because in the stage being considered, the best return may require an X_i' value from succeeding stages that has not been computed. DP5 handles this by interpolating linearly between the state variable values it does have to arrive at an estimate for the one required. In DP6 to avoid this approximation and obtain integer solutions, the subroutine ADJUST, (as discussed in section A), manipulates the lower and upper window values to ensure the previous stage optimal return values are available for the X_i being considered. This adjustment process is also repetitive and is done in conjunction with the boundary control.

Another problem arises from the effort to save computer computation time. If there is a wide range of costs, the use of the item cost as the state variable increment within a stage becomes troublesome. Initially the ADJUST subroutine creates the state variable windows for the individual stages using a constant multiplier that may be set by the user. To remedy the problem of the extreme range of the costs of items for the provisioning problem being considered, (\$10000.00 to .50), the multiplier was changed to a variable that depends directly on the item cost. This was done to decrease the program repetitions required to reach an optimal solution. Under the constant multiplier method, a change in the purchase quantity of a larger cost item, (i.e. \$1500), could require many program repetitions to re-allocate the resource available for the lower cost items, (i.e. \$10, 5, 3.75, etc). The smaller window range, due to the constant multiplier, hampers the re-allocation effort. The variable multiplier allows greater compensation for lower cost items to facilitate a more rapid change if required.

IV. ANALYSIS

The primary topic of this chapter will be the comparison of the Marginal Analysis and Funneling solution techniques for the previously stated problem. The discussion will cover the results of both programs and the solution difference. The standard dynamic program procedure will not be addressed because of the computational advantage of the DP variant and the similiarity of the two techniques.

For simplicity and ease of comparison a small three stage problem will be defined and solved using both solution procedures. As in the original provisioning problem the objective is to minimize the MSRT with a constraint on cost. Three different budget quantities will be examined to demonstrate the differences in the solution techniques. The following table is a list of the input parameters which are cost C_i , demand rate L_i , essentiality E_i , and procurement lead time T_i . For this particular example T_i is one year.

TABLE II
Sample Problem Input Parameters

I	DEMAND	COST	T	ESSEN
1	5.000	5.00	1.00	3.0
2	1.000	10.00	1.00	2.0
3	10.000	15.00	1.00	1.0

For the first budget quantity of \$195.00 the Marginal Analysis program returns the following output.

TABLE III				
Marginal Analysis Program Return, Budget=\$195.00				

* METHOD: FIXED BUDGET = 195.00 *				

STEP	ITEM	SI	RATIO	BR
1	1	1	0.480808496	190.00
2	1	2	0.365659833	185.00
3	1	3	0.260618091	180.00
4	1	4	0.172421157	175.00
5	1	5	0.105280340	170.00
6	2	1	0.0735758543	160.00
7	3	1	0.0600002967	145.00
8	1	6	0.0591956675	140.00
9	3	2	0.0533369593	125.00
10	3	3	0.0466887541	110.00
11	3	4	0.0400909968	95.00
12	3	5	0.0336193480	80.00
13	1	7	0.0306577347	75.00
14	3	6	0.0273999237	60.00
15	3	7	0.0216008648	45.00
16	2	2	0.0207276568	35.00
17	3	8	0.0164023377	20.00
18	1	8	0.0146531016	15.00
19	3	9	0.0119544677	0.0

MINIMIZE MSBT EXCESS: 0.0				
I	SI	MSBT		
1	8	1.302		
2	2	10.396		
3	9	12.176		
OVERALL 6.003				
REALIZED PERFORMANCE = 6.0033				
BOUNDS (6.0033, 6.0033)				

The decision results are, S1=8, S2=2, S3=9 and the return is Z= 6.0033, with no budget remaining. Viewing the purchase sequence in table III it may be seen that the Marginal

Analysis program has reached a solution uninterrupted, that is without implementing the heuristic developed in [Ref. 1]. Consequently, for this budget quantity the solution is optimal. Notice another indicator of the optimal solution in the last line of table III. The bounds described are the possible upper and lower values for the return. When these quantities are the same value, the solution is the best available.

TABLE IV
Funnel Program Results, Budget=\$195.00

THE OBJECTIVE IS MSBT
CONSTRAINT ON COST

THE DESCRIPTION WHICH APPEARS BELOW FOR STAGE 1
APPLIES TO STAGE 1 THRU STAGE 3 INCLUSIVE
THE PROBLEM IS TO MINIMIZE A 3 STAGE PROCESS
IS TO BE CHOSEN OPTIMALLY BETWEEN $XN=1.9500D+02$
AND $XN=1.9500D+02$
OPTIMAL $XN=1.95000D+02$ OPTIMAL RETURN= $6.00332D+00$

N	XN	SN	XN-1
3	1.9500D+02	9.00D+00	6.0000D+01
2	6.0000D+01	2.00D+00	4.0000D+01
1	4.0000D+01	8.00D+00	0.0

The same budget and parameters entered in the Funnel program produce the results in table IV. The output is in the same format discussed in Chapter 3. The initial budget quantity, XN and the optimal return are shown in the line just above the individual stage results. The variable X_i is the budget quantity at the beginning of the stage, S_i is the decision or quantity purchased, and X_{i-1} is the budget at the end of the stage. Recall that item 3 is the most expensive and item 1 the least expensive. The optimal solution for the \$195.00 budget is $S_1^*=8$, $S_2^*=2$, and $S_3^*=9$ with a Z value equal to 6.0033 and no budget remaining. This answer

matches exactly the Marginal Analysis program results shown in table III, confirming that the Marginal Analysis solution is optimal.

TABLE V

Marginal Analysis Program Return, Budget=\$200.00

 * METHOD: FIXED BUDGET = 200.00 *

STEP	ITEM	SI	RATIO	BR
1	1	1	0.480808496	195.00
2	1	2	0.365659833	190.00
3	1	3	0.260618091	185.00
4	1	4	0.172421157	180.00
5	1	5	0.105280340	175.00
6	2	1	0.0735758543	165.00
7	3	1	0.0600002967	150.00
8	1	6	0.0591956675	145.00
9	3	2	0.0533369593	130.00
10	3	3	0.0466887541	115.00
11	3	4	0.0400909968	100.00
12	3	5	0.0336193480	85.00
13	3	7	0.0306577347	80.00
14	3	6	0.0273999237	65.00
15	3	7	0.0216008648	50.00
16	2	2	0.0207276568	40.00
17	3	8	0.0164023377	25.00
18	1	8	0.0146531016	20.00
19	3	9	0.0119544677	5.00
20	3	10	0.0083406679	-10.00
20	1	9	0.0064818673	0.0

 MINIMIZE MSRT EXCESS: 0.0

I	SI	MSRT
1	9	0.514
2	2	10.396
3	9	12.176

OVERALL 5.565

REALIZED PERFORMANCE = 5.565
 BOUNDS (6.0033, 4.3120)

For the second example the budget quantity of \$200.00 was used. The Marginal Analysis program returns the output

in table V. The results are $S_3=9$, $S_2=2$, and $S_1=9$ with a Z value of 5.5652 and no budget left over. Examining the detailed output of the Marginal Analysis program, table V, it may be seen that the purchase of the twentieth item drives the budget negative. The program implements the heuristic, re-evaluating the benefit to cost ratios, then chooses the number one item for the next purchase. Notice that in the bottom line of table V the upper and lower bounds are not equal. This is a good indication the solution may not be optimal and should be verified.

TABLE VI
Funnel Program Results, Budget=\$200.00

THE OBJECTIVE IS MSRT
CONSTRAINT ON COST

THE DESCRIPTION WHICH APPEARS BELOW FOR STAGE 1
APPLIES TO STAGE 1 THRU STAGE 3 INCLUSIVE
THE PROBLEM IS TO MINIMIZE A 3 STAGE PROCESS
IS TO BE CHOSEN OPTIMALLY BETWEEN $X_N=2.0000D+02$
AND $X_N=2.0000D+02$
OPTIMAL $X_N=2.0000D+02$ OPTIMAL RETURN=5.56519E+00

N	X_N	SN	X_{N-1}
3	2.0000D+02	9.00D+00	6.5000D+01
2	6.5000D+01	2.00D+00	4.5000D+01
1	4.5000D+01	9.00D+00	0.0

The same budget and parameters entered in the Funnel program produce the results given in table VI. In this case the answer is again identical, $S_1=9$, $S_2=2$, and $S_3=9$ with the optimal return $Z=5.56519$. Incidentally, the heuristic in the Marginal Analysis program makes the correct choice at the twentieth step when it selects the item with the second highest benefit to cost ratio.

For a third case, a budget of \$205.00 is entered in both programs. The results for the Marginal Analysis code are shown in table VII.

TABLE VII

Marginal Analysis Program Results, Budget=\$205.00

 * METHOD: FIXED BUDGET = 205.00 *

STEP	ITEM	SI	RATIO	BB
1	1	1	0.480808496	200.00
2	1	2	0.365659833	195.00
3	1	3	0.260618091	190.00
4	1	4	0.172421157	185.00
5	1	5	0.105280340	180.00
6	2	1	0.0735758543	170.00
7	3	1	0.0600002967	155.00
8	1	6	0.0591956675	150.00
9	3	2	0.0533369593	135.00
10	3	3	0.0466887541	120.00
11	3	4	0.0400909968	105.00
12	3	5	0.0336193480	90.00
13	1	7	0.0306577347	85.00
14	3	6	0.0273999237	70.00
15	3	7	0.0216008648	55.00
16	2	2	0.0207276568	45.00
17	3	8	0.0164023377	30.00
18	1	8	0.0146531016	25.00
19	3	9	0.0119544677	10.00
20	3	10	0.0083406679	-5.00
20	1	9	0.0064818673	5.00
21	1	10	0.0026624922	0.0

 MINIMIZE MSRT EXCESS: 0.0

I	SI	MSRT
1	10	0.190
2	2	10.396
3	9	12.176

OVERALL 5.385

REALIZED PERFORMANCE = 5.3852
 BOUNDS (6.0033, 4.3120)

The solution is S1=10, S2=2, and S3=9 with a return value of Z= 5.3852. The upper and lower bounds are not equal indicating the heuristic has been applied and the solution should be verified. Examining the output from the Marginal Analysis program, table VII, it may be seen the budget was again driven negative at the twentieth item. The heuristic

was activated purchasing two of the number one items to drive the budget to zero.

Entering the same input and budget parameters in the Funnel program produces the results shown in table VIII.

TABLE VIII			
Funnel Program Results, Budget=\$205.00			
THE OBJECTIVE IS MSRT CONSTRAINT ON COST			
THE DESCRIPTION WHICH APPEARS BELOW FOR STAGE 1 APPLIES TO STAGE 1 THRU STAGE 3 INCLUSIVE THE PROBLEM IS TO MINIMIZE A 3 STAGE PROCESSIN IS TO BE CHOSEN OPTIMALLY BETWEEN $XN=2.05000D+02$ AND $XN=2.0500D+02$ OPTIMAL $XN=2.05000D+02$ OPTIMAL RETURN= $5.30246D+00$			
N	XN	SN	XN-1
3	$2.0500D+02$	$1.00D+01$	$5.5000D+01$
2	$5.5000D+01$	$2.00D+00$	$3.5000D+01$
1	$3.5000D+01$	$7.00D+00$	0.0

The answers are not the same. The Funnel program results indicate the best part selection is $S1=7$, $S2=2$, and $S3=10$ for an optimal return of $Z= 5.30246$. This selection provides an MSRT that is roughly .08 better than the marginal analysis method.

Recall from section A of Chapter 2 that the Marginal Analysis program has a function called KIT that will determine the return from a given decision set. Entering the optimal solution from the Funnel program into the KIT function produces the result in table IX. The resulting objective value is identical to the value computed by the DP variant. This shows that the computational procedures are the same for both programs.

Now consider the definition of a much larger problem. It is of the same type as the previous examples, an

TABLE IX		
Kit Function Results, Budget=\$205.00		
EVALUATION OF SPECIFIED ALLCCATION....		
I	SI	MSRT
1	7	3.085
2	2	10.396
3	10	7.610
OVERALL		5.302

objective of minimizing MSRT with a constraint on cost. The input parameters cost C_i , demand rate L_i , essentiality E_i , and procurement lead time T_i , are shown in in table X. The budget is \$74825.00 with twenty five stages and costs ranging from \$10000.00 to .50. Due to the length of the detailed results an abbreviated output of the Marginal Analysis solution is shown in table XI. The return is 2.853 with this decision set. Note in the last line of the table, the split in the bounds indicates the heuristic was implemented and the solution may not be optimal. Examining the abbreviated output of the Marginal Analysis program, Table 3.4 shows that the budget was driven negative ten iterations from the end. Entering the same parameters and budget quantity for both starting conditions of the Funnel program produces identical results shown in table XII. Comparing the results in tables XI and XII it may be seen that the return and decision set for the problem are the same for both programs. Interestingly, the Marginal Analysis program was able to correctly select ten items after the heuristic implementation to match the optimal solution produced by the Funnel program. The heuristic employed by Richards and McMasters appears to have been a good choice, although the solution must still be verified.

TABLE X
Input Parameters for a Larger Problem

I	DEMAND	COST	T	ESSEN
1	2.000	0.50	1.90	1.0
2	17.000	3.00	2.20	3.0
3	0.250	3.75	2.50	3.0
4	50.000	5.00	2.60	1.0
5	1.000	10.00	1.60	3.0
6	1.500	12.00	2.50	1.0
7	18.000	15.00	1.50	3.0
8	3.000	20.00	2.50	1.0
9	0.250	25.00	1.50	1.0
10	1.000	25.00	2.00	1.0
11	2.000	25.00	1.50	2.0
12	0.330	50.00	1.50	3.0
13	0.100	50.00	2.00	3.0
14	1.000	61.00	2.00	2.0
15	7.000	80.00	2.30	2.0
16	1.000	91.00	3.70	3.0
17	2.500	150.00	1.75	3.0
18	20.000	210.00	1.70	3.0
19	3.000	450.00	2.70	2.0
20	0.500	500.00	1.75	1.0
21	1.500	710.00	3.00	2.0
22	6.000	1000.00	1.80	1.0
23	2.000	1500.00	2.50	3.0
24	12.000	1500.00	2.00	2.0
25	0.500	10000.00	1.00	1.0

TABLE XI

Marginal Analysis Program Results, Budget=\$74825.00

 * METHOD: FIXED BUDGET = 74825.00 *

STEP	ITEM	SI	RAYIC	BR
1	1	1	2.82236671	74824.50
2	2	1	2.14117622	74821.50
3	2	2	2.08235264	74818.50
4	2	3	2.02352905	74815.50
5	2	4	1.96470547	74812.50
:	:	:	:	:
:	:	:	:	:

440	24	21	0.0004187953	2386.50
441	2	55	0.0004181664	2383.50
442	22	9	0.0003934940	1383.50
443	19	11	0.0003861645	933.50
444	18	40	0.0003540027	723.50
445	4	154	0.0003520278	718.50
446	24	22	0.0003425654	-781.50
446	12	3	0.0003396191	668.50
447	15	23	0.0003359483	588.50
448	7	39	0.0003278039	573.50
449	8	14	0.0003014780	553.50
450	20	2	0.0002939128	53.50
451	4	155	0.0002806289	48.50
452	2	56	0.0002605470	45.50
453	10	6	0.0002369717	20.50
454	1	12	0.0002271836	20.00
455	4	156	0.0002225503	15.00
456	7	40	0.0002018004	0.0

REALIZED PERFORMANCE = 2.8532
 BOUNDS (2.9796, 2.6762)

TABLE XII

Funnel Program Results, Budget=\$74825.00

THE OBJECTIVE IS MSBT
CONSTRAINT ON COST

THE PROBLEM IS TO MINIMIZE A 25 STAGE PROCESS
 XN IS TO BE CHOSEN OPTIMALLY BETWEEN $XN=7.48250D+04$
 AND $XN=7.48250D+04$
 OPTIMAL $XN=7.48250D+04$ OPTIMAL RETURN= $2.85315D+00$

N	XN	SN	XN-1
25	7.4825D+04	0.0	7.4825D+04
24	7.4825D+04	2.10D+01	4.3325D+04
23	4.3325D+04	6.00D+00	3.4325D+04
22	3.4325D+04	9.00D+00	2.5325D+04
21	2.5325D+04	6.00D+00	2.1065D+04
20	2.1065D+04	2.00D+00	2.0065D+04
19	2.0065D+04	1.10D+01	1.5115D+04
18	1.5115D+04	4.00D+01	6.7150D+03
17	6.7150D+03	8.00D+00	5.5150D+03
16	5.5150D+03	8.00D+00	4.7870D+03
15	4.7870D+03	2.30D+01	2.9470D+03
14	2.9470D+03	5.00D+00	2.6420D+03
13	2.6420D+03	2.00D+00	2.5420D+03
12	2.5420D+03	3.00D+00	2.3920D+03
11	2.3920D+03	7.00D+00	2.2170D+03
10	2.2170D+03	6.00D+00	2.0670D+03
9	2.0670D+03	2.00D+00	2.0170D+03
8	2.0170D+03	1.40D+01	1.7370D+03
7	1.7370D+03	4.00D+01	1.1370D+03
6	1.1370D+03	9.00D+00	1.0290D+03
5	1.0290D+03	6.00D+00	9.6900D+02
4	9.6900D+02	1.56D+02	1.8900D+02
3	1.8900D+02	4.00D+00	1.7400D+02
2	1.7400D+02	5.60D+01	6.0000D+00
1	6.0000D+00	1.20D+01	0.0

V. CONCLUSIONS

This chapter will discuss the advantages and disadvantages of the two primary solution techniques examined in this paper. Various starting modes of the Funnel program will be looked at in an effort to develop an efficient approach to this type of provisioning problem.

The Marginal analysis program provides a quick, simple and effective approach for generating a solution to the previously defined provisioning problem. However, the solution is not guaranteed to be optimal because the program may implement the Richards heuristic to consume all available resources. The Funnel program provides the optimal solution to the same problem though it takes more computer time to operate. The DP variant has the capability to start the problem from two different conditions, 1) no prior knowledge and 2) prior knowledge or an estimate of the solution. For Case 2, utilizing the ENTER function of the Funnel program allows the rapid construction of the input data file used by DP6 to examine the X_i^* values and manipulate the window boundaries as necessary. If the entered solution set is not optimal, the Funnel program will drive the decisions to the optimal decision set in subsequent iterations. Using the timing function mentioned in Chap. 3 a rough approximation of run time is available for each iteration of the program. For Case 1, no prior knowledge, the total estimated time for the \$74825.00 problem is nearly 3000 seconds. For Case 2, prior knowledge, a near optimal starting solution for the same problem is driven to the optimal solution in approximately 300 seconds. This 90% savings on computation time makes it clear that an approximation method as an input to the Funnel program would be a better approach to this type

of problem. It should be noted that the run time for the case 2 start is related to the accuracy of the entered decision set. In this instance the entered decision set was specifically constructed to force the Funnel program to adjust the window boundaries in all stages at least once. A better solution than the one entered could produce a much shorter run time.

There are tradeoffs in the Funnel Program for computational efficiency. Variations of the multiplier that creates the window can drive the individual program run time directly. A window that is too large wastes computation time on resource values that are not needed. If the window width is too small, multiple iterations of the program may be required to compensate for the increased number of boundary violations in the effort to reallocate the resource consumed at the various stages. For the verification of a decision set provided by the Marginal Analysis program the multiplier could be set to 1.0 providing a very narrow window of resource to be examined. Due to the narrow width of the window, if the X_i^* value changes in any stage the boundary will be recorded and displayed to the user as violated. This notification would indicate that the entered solution is not optimal for the problem.

The computer time expended for the verification alternative would be quite low even for large budget problems. In the 25-stage problem, for example, approximately one second is required to verify the correctness of the optimal solution if it is entered initially. If the verification alternative indicates the decision is not optimal, the time required to drive the entered solution to the optimal solution is controlled by the magnitude of the changes in the decision set and the number of iterations required to re-allocate the resources throughout all the stages. The user must make a value judgement on the importance of the optimal solution versus the additional computer costs.

In conclusion, the emphasis of this paper is to create an algorithm to determine the optimal solution in a quick and easy manner. It is evident that a combination of the Marginal Analysis and Funnel programs is an efficient approach for solving this type of problem. Using the Marginal Analysis program to generate a best estimate of the solution, the ENTER function with the Funnel program can then be applied to confirm the optimal solution or to create an input data file that DP6 may use to find the optimal solution. The provisioning problems faced by NAVSUP, as described in Chap 1, may be solved with this method if they can be formatted in the recursive DP construct. The program DP6 in particular solves only the minimization of MSRT with a constraint on cost. Variations on this program could be devised to solve additional objectives like supply material availability(SMA), time weighted units short(TWUS), etc., by changing the computation procedures in the subroutines. The constraint however, is currently restricted to the linear form,

$$\sum W_i * S_i \leq B \quad i=1, \dots, N \quad (5.1)$$

where W_i is resources required per unit, S_i is the number of units of item i , and B is the total resource available.

APPENDIX A

DP6 CODE

This appendix contains the computer listing of the main program and subroutines for the funneling procedure. Some of the subroutines contain code for objectives and constraints other than those discussed in this thesis.

DATA DESCRIPTION FOR CARD NUMBER 1				
COLUMNS	JUSTIFY	VARIABLE NAME	MEANING	
1 - 5	COL 5	NMAX	THE NUMBER OF STAGES IN THE PROBLEM	DP600031)
6 - 10	COL 10	MTAPE	LOGICAL TAPE NO OF THE MAIN TAPE IF THIS IS LEFT BLANK, THE COMPUTER WILL USE STANDARD SCRATCH TAPE 3	DP600020 DP600030 DP600040 DP600050 DP600060 DP600070 DP600080 DP600090 DP600100 DP600110 DP600120 DP600130 DP600140 DP600150 DP600160 DP600170 DP600180 DP600190 DP600200 DP600210 DP600220 DP600230
11 - 15	COL 15	SOLVE	= OLD IF THE OPTIMAL DECISION FUNCTIONS HAVE ALREADY BEEN CALCULATED AND ARE LOADED ON LOGICAL TAPE MTAPE	DP600240 DP600250 DP600260 DP600270 DP600280 DP600290 DP600300 DP600310 DP600320 DP600330 DP600340 DP600350 DP600360 DP600370 DP600380 DP600390 DP600400 DP600410 DP600420 DP600430 DP600440 DP600450 DP600460 DP600470 DP600480
			= NEW IF THE OPTIMAL DECISION FUNCTIONS MUST BE CALCULATED AND STORED ON LOGICAL TAPE MTAPE BEFORE SOLVING THE PROBLEM	

DATA DESCRIPTION FOR THE NEXT GROUP OF CARDS				
COLUMNS	JUSTIFY	VARIABLE NAME	MEANING	
1 - 5	COL 5	NSTAGE	LOWEST NUMBERED STAGE FOR WHICH THIS CARD APPLIES	
6 - 10	COL 10	NDITTO	HIGHEST NUMBERED STAGE FOR WHICH THIS CARD APPLIES. IF THESE COLUMNS ARE LEFT BLANK, THEN NDITTO WILL BE TAKEN AS EQUAL TO NSTAGE	
11 - 20	ANY	XLOW	LOWEST VALUE OF XN FOR STAGE NSTAGE	
21 - 30	ANY	XHIGH	HIGHEST VALUE OF XN FOR STAGE NSTAGE	

31 - 40	ANY	DELX	INCREMENT IN XN FOR STAGE NSTAGE	DP600490
41 - 46	COL 46	XMODE	= MIN IF STAGE NSTAGE IS TO BE MINIMIZED	DP600500
			= MAX IF STAGE NSTAGE IS TO BE MAXIMIZED	DP600510
47 - 52	COL 52	XSTAGE	= SUM IF THE COMPOSITION OPERATOR BETWEEN STAGES NSTAGE AND NSTAGE-1 IS ADDITION	DP600520
			= MULT IF THE COMPOSITION OPERATOR BETWEEN STAGES NSTAGE AND NSTAGE-1 IS MULTIPLICATION	DP600530
			= MINMAX IF THE COMPOSITION OPERATOR BETWEEN STAGES NSTAGE AND NSTAGE-1 IS TO MINIMIZE THE MAXIMUM INDIVIDUAL STAGE RETURN	DP600540
			= MAXMIN IF THE COMPOSITION OPERATOR BETWEEN STAGES NSTAGE AND NSTAGE-1 IS TO MAXIMIZE THE MINIMUM INDIVIDUAL STAGE RETURN	DP600550
			= THIS VARIABLE IS NOT USED WHEN NSTAGE=1, THEREFORE COLUMNS 47 TO 52 ARE IGNORED WHEN NSTAGE=1 AND MAY BE LEFT BLANK HOWEVER IF NDDITTO IS GREATER THAN 1, THEN XSTAGED MUST BE SPECIFIED IN ACCORDANCE WITH THE COMPOSITION OPERATOR FOR THE REST OF STAGES DESCRIBED THIS CARD	DP600560
53 - 55	COL 55	MODES	= 1 IF THE FIBONACCI SEARCH IS TO BE USED	DP600570
			= 2 IF THE FIBONACCI SEARCH IS	DP600580

CC

NOT TO BE USED

56 - 64	ANY	XMIN1L	THIS VARIABLE IS THE LOWEST BOUNDARY VALUE ANTICIPATED FOR THIS STAGE	DP60097J DP600980 DP600990 DP601000 DP601010 DP601020 DP601030 DP601040 DP601050 DP601060 DP601070 DP601080 DP601090 DP601100 DP601110 DP601120 DP601130 DP601140 DP601150 DP601160 DP601170 DP601180 DP601190 DP601200 DP601210 DP601220 DP601230 DP601240 DP601250 DP601260 DP601270 DP601280 DP601290 DP601300 DP601310 DP601320 DP601330 DP601340 DP601350 DP601360 DP601370 DP601380 DP601390 DP601400 DP601410 DP601420 DP601430 DP601440
65 - 73	ANY	XMIN1H	THIS VARIABLE IS THE HIGHEST BOUNDARY VALUE ANTICIPATED FOR THIS STAGE	

DATA DESCRIPTION OF LAST CARD FOR PROBLEM

THE OPTIMUM DECISIONS ARE TO BE PRINTED OUT FOR A PROCESS WITH NMAX STAGES, FURTHER, FN(XN) IS TO BE OPTIMIZED WITH RESPECT TO XN WHEN THE PROGRAM COMPLETES THE REQUESTED PRINTOUT IT WILL RETURN TO THE BEGINNING AND START A NEW PROBLEM IF THERE IS DATA, IF NO DATA, IT WILL EXIT

COLUMNS	JUSTIFY	VARIABLE NAME	MEANING
1 - 15	ANY	XN1	AT STAGE NMAX, OPTIMIZE FN(XN) FOR XN NOT LESS THAN XN1
16 - 30	ANY	XN2	AT STAGE NMAX, OPTIMIZE FN(XN) FOR XN NOT GREATER THAN XN2

DESCRIPTION OF THE SUBROUTINE TRANFM

THE MAIN PROGRAM TRANSMITS XN, DN, AND NUMBER (THE SEQUENCE NUMBER OF THE PROBLEM) TO THE SUBROUTINE AND THE SUBROUTINE CALCULATES YN (THE OUTPUT OF THE STAGE I.E. YN=XN-1)

DESCRIPTION OF THE SUBROUTINE STGRET

THE MAIN PROGRAM TRANSMITS XN, DN, YN, AND NUMBER TO THE SUBROUTINE, AND THE SUBROUTINE CALCULATES RN (THE STAGE RETURN)

DESCRIPTION OF SUBROUTINE STORE

THE MAIN PROGRAM CALLS THE SUBROUTINE RIGHT AFTER READING THE FIRST DATA CARD AND DEFINING NUMBER. THE PURPOSE OF THIS SUBROUTINE IS TO ALLOW THE STORING OF CONSTANTS IN COMMON STORAGE FOR THE POSSIBLE USE OF SUBROUTINES STGRET AND TRANFM

DATA WHICH WILL BE READ FROM DATA CARDS AT OBJECT TIME BY
 THE SUBROUTINE STORE MUST BE INSERTED BETWEEN THE FIRST DATA CARD
 AND THE GROUP OF CARDS WHICH DESCRIBE THE INDIVIDUAL STAGES
 DP601450
 DP601460
 DP601470
 DP601480
 DP601490
 DP601500
 DP601510
 DP601520
 DP601530
 DP601540
 DP601550
 DP601560
 DP601570
 DP601580
 DP601590
 DP601600
 DP601610
 DP601620
 DP601630
 DP601640
 DP601650
 DP601660
 DP601670
 DP601680
 DP601690
 DP601700
 DP601710
 DP601720
 DP601730
 DP601740
 DP601750
 DP601760
 DP601770
 DP601780
 DP601790
 DP601800
 DP601810
 DP601820
 DP601830
 DP601840
 DP601850
 DP601860
 DP601870
 DP601880
 DP601890
 DP601900
 DP601910
 DP601920

DESCRIPTION OF SUBROUTINE DLIMIT
 THE MAIN PROGRAM TRANSMITS N, XN AND NUMBER TO THE SUBROUTINE,
 AND THE SUBROUTINE CALCULATES DLOW, DHIGH, AND DELD
 WHERE DLOW = LOWEST VALUE OF DN FOR THAT PARTICULAR VALUE OF N AND DDEL
 XN
 DHIGH = HIGHEST VALUE OF DN FOR THAT PARTICULAR VALUE OF N
 AND XN
 DELD = INCREMENT IN DN FOR THAT PARTICULAR VALUE OF N AND XN
 IF ANY OF THESE VARIABLES DO NOT CHANGE, THEY CAN BE SET IN
 SUBROUTINE STORE AND NOT MENTIONED IN SUBROUTINE DLIMIT
 DP601600
 DP601610
 DP601620
 DP601630
 DP601640
 DP601650
 DP601660
 DP601670
 DP601680
 DP601690
 DP601700
 DP601710
 DP601720
 DP601730
 DP601740
 DP601750
 DP601760
 DP601770
 DP601780
 DP601790
 DP601800
 DP601810
 DP601820
 DP601830
 DP601840
 DP601850
 DP601860
 DP601870
 DP601880
 DP601890
 DP601900
 DP601910
 DP601920

DESCRIPTION OF THE SUBROUTINE ENTER
 THIS SUBROUTINE READS A DECISION SET FROM A FILE DESIGNATED BY THE
 AND FORMS AN INPUT DATA FILE THAT IS COMPATIBLE WITH THE ADJUST
 TIME FOR BOUNDARY MANIPULATION. IT MAY ALSO BE USED FOR VERIFICATION
 AN OPTIMAL SOLUTION BY SETTING EQUAL TO ONE THE CONSTANT MULTIPLIED
 CONTROLS THE WINDOW WIDTH.
 DP601700
 DP601710
 DP601720
 DP601730
 DP601740
 DP601750
 DP601760
 DP601770
 DP601780
 DP601790
 DP601800
 DP601810
 DP601820
 DP601830
 DP601840
 DP601850
 DP601860
 DP601870
 DP601880
 DP601890
 DP601900
 DP601910
 DP601920

DESCRIPTION OF THE SUBROUTINE ADJUST
 THIS SUBROUTINE MANIPULATES THE UPPER AND LOWER BOUNDARIES OF THE
 COMPUTATIONAL WINDOWS TO ALLOW THE DP PROCESS TO LOCATE THE
 OPTIMAL XI AND SI VALUES.
 DP601800
 DP601810
 DP601820
 DP601830
 DP601840
 DP601850
 DP601860
 DP601870
 DP601880
 DP601890
 DP601900
 DP601910
 DP601920

THIS PROGRAM USES TAPES 3 AND 4 FOR SCRATCH
 NSS2 ZERO FOR ENTIRE PROBLEM SOLVING AND OUTPUT
 NSS2 NON-ZERO FOR OUTPUT FROM PREVIOUS PROBLEM
 DIMENSION FN(10001), FNM1(10001), DNOFXN(10001), A(101), B(101), C(101),
 DIMENSION D(101), E(101), F(101), G(101), H(101), I(101), J(101), K(101), L(101), M(101), N(101), O(101), P(101), Q(101), R(101), S(101), T(101), U(101), V(101), W(101), X(101), Y(101), Z(101), AA(101), AB(101), AC(101), AD(101), AE(101), AF(101), AG(101), AH(101), AI(101), AJ(101), AK(101), AL(101), AM(101), AN(101), AO(101), AP(101), AQ(101), AR(101), AS(101), AT(101), AU(101), AV(101), AW(101), AX(101), AY(101), AZ(101), BA(101), BB(101), BC(101), BD(101), BE(101), BF(101), BG(101), BH(101), BI(101), BJ(101), BK(101), BL(101), BM(101), BN(101), BO(101), BP(101), BQ(101), BR(101), BS(101), BT(101), BU(101), BV(101), BW(101), BX(101), BY(101), BZ(101), CA(101), CB(101), CC(101), CD(101), CE(101), CF(101), CG(101), CH(101), CI(101), CJ(101), CK(101), CL(101), CM(101), CN(101), CO(101), CP(101), CQ(101), CR(101), CS(101), CT(101), CU(101), CV(101), CW(101), CX(101), CY(101), CZ(101), DA(101), DB(101), DC(101), DD(101), DE(101), DF(101), DG(101), DH(101), DI(101), DJ(101), DK(101), DL(101), DM(101), DN(101), DO(101), DP(101), DQ(101), DR(101), DS(101), DT(101), DU(101), DV(101), DW(101), DX(101), DY(101), DZ(101), EA(101), EB(101), EC(101), ED(101), EE(101), EF(101), EG(101), EH(101), EI(101), EJ(101), EK(101), EL(101), EM(101), EN(101), EO(101), EP(101), EQ(101), ER(101), ES(101), ET(101), EU(101), EV(101), EW(101), EX(101), EY(101), EZ(101), FA(101), FB(101), FC(101), FD(101), FE(101), FF(101), FG(101), FH(101), FI(101), FJ(101), FK(101), FL(101), FM(101), FN(101), FO(101), FP(101), FQ(101), FR(101), FS(101), FT(101), FU(101), FV(101), FW(101), FX(101), FY(101), FZ(101), GA(101), GB(101), GC(101), GD(101), GE(101), GF(101), GG(101), GH(101), GI(101), GJ(101), GK(101), GL(101), GM(101), GN(101), GO(101), GP(101), GQ(101), GR(101), GS(101), GT(101), GU(101), GV(101), GW(101), GX(101), GY(101), GZ(101), HA(101), HB(101), HC(101), HD(101), HE(101), HF(101), HG(101), HH(101), HI(101), HJ(101), HK(101), HL(101), HM(101), HN(101), HO(101), HP(101), HQ(101), HR(101), HS(101), HT(101), HU(101), HV(101), HW(101), HX(101), HY(101), HZ(101), IA(101), IB(101), IC(101), ID(101), IE(101), IF(101), IG(101), IH(101), II(101), IJ(101), IK(101), IL(101), IM(101), IN(101), IO(101), IP(101), IQ(101), IR(101), IS(101), IT(101), IU(101), IV(101), IW(101), IX(101), IY(101), IZ(101), JA(101), JB(101), JC(101), JD(101), JE(101), JF(101), JG(101), JH(101), JI(101), JJ(101), JK(101), JL(101), JM(101), JN(101), JO(101), JP(101), JQ(101), JR(101), JS(101), JT(101), JU(101), JV(101), JW(101), JX(101), JY(101), JZ(101), KA(101), KB(101), KC(101), KD(101), KE(101), KF(101), KG(101), KH(101), KI(101), KJ(101), KK(101), KL(101), KM(101), KN(101), KO(101), KP(101), KQ(101), KR(101), KS(101), KT(101), KU(101), KV(101), KW(101), KX(101), KY(101), KZ(101), LA(101), LB(101), LC(101), LD(101), LE(101), LF(101), LG(101), LH(101), LI(101), LJ(101), LK(101), LL(101), LM(101), LN(101), LO(101), LP(101), LQ(101), LR(101), LS(101), LT(101), LU(101), LV(101), LW(101), LX(101), LY(101), LZ(101), MA(101), MB(101), MC(101), MD(101), ME(101), MF(101), MG(101), MH(101), MI(101), MJ(101), MK(101), ML(101), MM(101), MN(101), MO(101), MP(101), MQ(101), MR(101), MS(101), MT(101), MU(101), MV(101), MW(101), MX(101), MY(101), MZ(101), NA(101), NB(101), NC(101), ND(101), NE(101), NF(101), NG(101), NH(101), NI(101), NJ(101), NK(101), NL(101), NM(101), NO(101), NP(101), NQ(101), NR(101), NS(101), NT(101), NU(101), NV(101), NW(101), NX(101), NY(101), NZ(101), OA(101), OB(101), OC(101), OD(101), OE(101), OF(101), OG(101), OH(101), OI(101), OJ(101), OK(101), OL(101), OM(101), ON(101), OO(101), OP(101), OQ(101), OR(101), OS(101), OT(101), OU(101), OV(101), OW(101), OX(101), OY(101), OZ(101), PA(101), PB(101), PC(101), PD(101), PE(101), PF(101), PG(101), PH(101), PI(101), PJ(101), PK(101), PL(101), PM(101), PN(101), PO(101), PP(101), PQ(101), PR(101), PS(101), PT(101), PU(101), PV(101), PW(101), PX(101), PY(101), PZ(101), QA(101), QB(101), QC(101), QD(101), QE(101), QF(101), QG(101), QH(101), QI(101), QJ(101), QK(101), QL(101), QM(101), QN(101), QO(101), QP(101), QQ(101), QR(101), QS(101), QT(101), QU(101), QV(101), QW(101), QX(101), QY(101), QZ(101), RA(101), RB(101), RC(101), RD(101), RE(101), RF(101), RG(101), RH(101), RI(101), RJ(101), RK(101), RL(101), RM(101), RN(101), RO(101), RP(101), RQ(101), RR(101), RS(101), RT(101), RU(101), RV(101), RW(101), RX(101), RY(101), RZ(101), SA(101), SB(101), SC(101), SD(101), SE(101), SF(101), SG(101), SH(101), SI(101), SJ(101), SK(101), SL(101), SM(101), SN(101), SO(101), SP(101), SQ(101), SR(101), SS(101), ST(101), SU(101), SV(101), SW(101), SX(101), SY(101), SZ(101), TA(101), TB(101), TC(101), TD(101), TE(101), TF(101), TG(101), TH(101), TI(101), TJ(101), TK(101), TL(101), TM(101), TN(101), TO(101), TP(101), TQ(101), TR(101), TS(101), TT(101), TU(101), TV(101), TW(101), TX(101), TY(101), TZ(101), UA(101), UB(101), UC(101), UD(101), UE(101), UF(101), UG(101), UH(101), UI(101), UJ(101), UK(101), UL(101), UM(101), UN(101), UO(101), UP(101), UQ(101), UR(101), US(101), UT(101), UY(101), UZ(101), VA(101), VB(101), VC(101), VD(101), VE(101), VF(101), VG(101), VH(101), VI(101), VJ(101), VK(101), VL(101), VM(101), VN(101), VO(101), VP(101), VQ(101), VR(101), VS(101), VT(101), VU(101), VV(101), VW(101), VX(101), VY(101), VZ(101), WA(101), WB(101), WC(101), WD(101), WE(101), WF(101), WG(101), WH(101), WI(101), WJ(101), WK(101), WL(101), WM(101), WN(101), WO(101), WP(101), WQ(101), WR(101), WS(101), WT(101), WY(101), WZ(101), XA(101), XB(101), XC(101), XD(101), XE(101), XF(101), XG(101), XH(101), XI(101), XJ(101), XK(101), XL(101), XM(101), XN(101), XO(101), XP(101), XQ(101), XR(101), XS(101), XT(101), XU(101), XV(101), XW(101), XX(101), XY(101), XZ(101), YA(101), YB(101), YC(101), YD(101), YE(101), YF(101), YG(101), YH(101), YI(101), YJ(101), YK(101), YL(101), YM(101), YN(101), YO(101), YP(101), YQ(101), YR(101), YS(101), YT(101), YU(101), YV(101), YW(101), YX(101), YY(101), YZ(101), ZA(101), ZB(101), ZC(101), ZD(101), ZE(101), ZF(101), ZG(101), ZH(101), ZI(101), ZJ(101), ZK(101), ZL(101), ZM(101), ZN(101), ZO(101), ZP(101), ZQ(101), ZR(101), ZS(101), ZT(101), ZU(101), ZV(101), ZW(101), ZX(101), ZY(101), ZZ(101)


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REAL * 8 HOLMIN/' MIN' / HOLOLD/' OLD' /
REAL * 8 XMODE, XSTAGE, SOLVE
REAL * 8 TAB(4)
REAL * 8 AB, E, SUMELT, RN, TERM, TEMP, AB, CDF
COMMON /CON/ TAB
COMMON XN, DN, XLOW, XHIGH, DELX, DLOW, DHIGH, DELD, NUMBER
COMMON YLOW, YHIGH, DELY, NUFF, FN, JTOP, NNFLAG, NMAX, XLAM
COMMON A, B, C, D, E, F, G, V, SUMELT, KODE1, KODE2, KODE3
COMMON XMIN, XMAX, XMINH, XMAXH, XN1, XN2
EQUIVALENCE (FN(1), FNM1(1), DNOFXN(1))
CALL SETIME
XMIN1I=0.0
XMIN1H=0.0
XOUTPE=6
INTAPE=7
KEEP=9
NEXT1=10
IBALL=11
NOUTPE=12
WRITE(NOUTPE, 1000) HOLMIN, HOLOLD, (TAB(I), I=1,4)
1000 FORMAT(1X, 6A6)
CALL SEARCH(0.0,0.0,-1.0,0.0,DNBEST,BEST)
MAX=10001
NPAGE=0
NUMBER=0
240 READ(INTAPE, 100, END=2000) NMAX, MTAPE, SOLVE
6 100 WRITE(KEEP, 100) NMAX, MTAPE, SOLVE
FORMAT(2I5, A5)
MTAP = MTAPE
NDITTC=0
NCALC=4
IF (MTAPE-4) 405, 501, 405
501 NCALC=3
405 GO TO 172
322 IF (MTAPE) 322, 322, 172
172 MTAPE=3
REWIND MTAPE
NUMBER=NUMBER+1
CALL STORE WAS MOVED FROM HERE
C 302 IF (SOLVE-HOLOLD) 301, 302, 301
302 NSS2=1
NPAGE=NPAGE+1
WRITE(NOUTPE, 152) NPAGE
C 152 FORMAT(1H160X4HPAGEI4)
C 172 WRITE(NOUTPE, 303)
C 303 WRITE(NOUTPE, 1303) MTAPE
C 303 FORMAT (53H THE TABLES OF FN(XN) AND DN(XN) WHICH ARE ON LOGICAL)

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DP601933
DP601940
DP601950
DP601960
DP601970
DP601980
DP601990
DP602000
DP602010
DP602020
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DP602050
DP602060
DP602070
DP602080
DP602090
DP602100
DP602110
DP602120
DP602130
DP602140
DP602150
DP602160
DP602170
DP602180
DP602190
DP602200
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DP602240
DP602250
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DP602400

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C1303 FORMAT(43H TAPEI5, WILL BE USED TO SOLVE THIS PROBLEM)
      READ(MTAPE), NMAX
      REWIND MTAPE
      GO TO 304
301 NSS2=0
      CALL STORE
      NPAGE=NPAGE+1
      WRITE(NOUTPE,152) NPAGE
      WRITE(NOUTPE,305)
      WRITE(NOUTPE,1305) MTAPE
C C C C C
C305 FORMAT(58H THE COMPUTER IS TO CALCULATE TABLES OF FN(XN) AND DN(XNDP602513)
      )
C1305 FORMAT(31H AND STORE THEM ON LOGICAL TAPEI5)
      REWIND NCALC
500 WRITE(MTAPE), NMAX
C304 WRITE(NOUTPE,306) NMAX
C CHANGED TO CONTINUE FOR ABBREVIATED PRINTOUT
304 CONTINUE
C306 FFORMAT(16H THE PROBLEM HASI5,7H STAGES)
314 IF(NSS2) 197,109,197
109 LINES = 6
      WRITE(NOUTPE,2006) NMAX, MTAP, SOLVE
C2006 FORMAT(/,, DATA CARD , 21, A7)
121 DO 123 N=1,NMAX
      NM1=N-1
      IF(NDITTO-N) 241,132,132
      IF(READ(INTAPE,124) NSTAGE,NDITTO,XLOW,XHIGH,DELX,XMODE,XSTAGE,MODES
        1,XMIN1L,XMIN1H
124 FFORMAT(2I5,3E10.8,2A6,I3,2E9.2)
      WRITE(NOUTPE,2007) NSTAGE,NDITTO,XLOW,XHIGH,DELX,XMODE,
        XSTAGE,MODES
C C C
      WRITE(NOUTPE,2009) XMIN1L,XMIN1H
C2009 FORMAT('XN-',ICW,HIGH ARE:,2E9.2)
C2007 FORMAT(/,, DATA CARD , 215, 2X, 3F10.3, 2A6, I3)
      IF(LINES-4) 30,30,31
31 NPAGE=NPAGE+1
      WRITE(NOUTPE,152) NPAGE
      LINES=1
30 LINES = LINES + 9
      ITOP=(XHGH-XLOW)/DELX+1.001
      IF(MODES-1) 600,601,600
600 MODES=-1
601 IF(NSTAGE-N) 125,245,125
125 WRITE(NOUTPE,127)
127 FFORMAT(23H1DATA CARD OUT OF ORDER)
      GO TO 2003
245 IF(NSTAGE-NDITTO) 246,126,126
246 WRITE(NOUTPE,247) N
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247 WRITE(NOUTPE,1247) NSTAGE,NDITTO
1247 FORMAT(//46H THE DESCRIPTION WHICH APPEARS BELOW FOR STAGE,I5)
      LINES=LINES+4
      XXMODE = XMODE - HOLMIN
      WRITE(6,1001) XXMODE
C1001 FORMAT(1X,A6)
126 IF(XMODE-HOLMIN) 230,231,230
231 XMODE=1.0
C 232 WRITE(NOUTPE,232) N
C 232 FORMAT(//6H STAGEI5,18H IS A MINIMIZATION)
      GO TO 520
230 XMODE=-1.0
C 230 WRITE(NOUTPE,234) N
C 234 FORMAT(//6H STAGEI5,18H IS A MAXIMIZATION)
520 DO 129 I=1,4
      IF(XSTAGE-TAB(I)) 129,130,129
129 CONTINUE
521 NNFLAG=5
130 NNFLAG=1
      CADD HERE TO COMPENSATE FOR ABBREVIATED OUTPUT
      GO TO 132
C 502 CHANGED TO CONTINUE FOR ABBREVIATED OUTPUT
C 502 CONTINUE
C 316 IF(ITOP-MAX) 316,316,112
C 316 WRITE(NOUTPE,110) XLOW,XHIGH,DELX
C 317 WRITE(NOUTPE,110) XLOW,XHIGH,DELX
C 110 FORMAT(54H THE STATE VARIABLE IS BEING TREATED AS DISCRETE, GOING)
C110 FORMAT(9H FROM XN=E14.5,7H TO XN=E14.5,13H IN STEPS OF E14.5)
C1502 IF(MODES) 318,318,321
C 318 WRITE(NOUTPE,510)
C 510 FORMAT(41H TOTAL ENUMERATION IS USED FOR THIS STAGE)
      GO TO 320
C 321 WRITE(NOUTPE,511)
C 511 FORMAT(40H FIBNACCI SEARCH IS USED FOR THIS STAGE)
C 320 GO TO 11,12,13,14,132),NNFLAG
C 11 WRITE(NOUTPE,16) NM1,N
C 16 WRITE(NOUTPE,1016)
C 16 FCFORMAT(40H THE COMPOSITION OPERATOR BETWEEN STAGESI6,4H ANDI6)
C1016 FORMAT(12H IS ADDITION)
      GO TO 132
C 12 WRITE(NOUTPE,17) NM1,N
C 12 WRITE(NOUTPE,1017)
C 17 WRITE(NOUTPE,1017)
C 17 FORMAT(40H THE COMPOSITION OPERATOR BETWEEN STAGESI6,4H ANDI6)
C1017 FORMAT(18H IS MULTIPLICATION)
      GO TO 132
C 13 WRITE(NOUTPE,18) NM1,N

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C 18 WRITE(NOUTPE,1018)
C1018 FORMAT(40H THE COMPOSITION OPERATOR BETWEEN STAGESI6,4H ANDI6)
C GO TO 132
C 14 WRITE(NOUTPE,19),NM1,N
C WRITE(NOUTPE,1019)
C 19 FORMAT(40H THE COMPOSITION OPERATOR BETWEEN STAGESI6,4H ANDI6)
C1019 FORMAT(34H IS TO MINIMIZE THE MAXIMUM RETURN)
132 DO 136 I=1,ITOP
134 PE=1.0E+35*XMDE
X=I-1
XN=XLOW+X*DELX
NUFF=1
CALL DLIMIT
IF(MODES) 602,602,603
603 CALL SEARCH(DLOW,DHIGH,DELD,XMODE,DNBEST,BEST)
GO TO 400
602 KTOP=(DHIGH-DLOW)/DELD+1.001
C NEXT LINE INSERTED FOR TESTING 1 AUG 84
RNBST=999
223 DO 137 J=1,KTOP
X=J-1
DN=DLOW+X*DELD
CALL TRANSF
CALL STRET
IF(NUFF) 400,401,401
IF(N-1) 504,504,503
401 CN=RN
504 GO TO 143
503 K=(YN-YLOW)/DELD+1.001
IF(K) 212,212,209 N,XN,DN
212 WRITE(NOUTPE,210),YN
210 WRITE(NOUTPE,1210)
1210 FORMAT(//9H AT STAGEI5,9H WITH XN=E15.8,8H AND DN=E15.8)
C WRITE(NOUTPE,5)XMIN1L,XMIN1H
C5 FORMAT(5X,2F10.4)
GO TO 2003
209 IF(K-JTOP) 205,206,212
206 RN1=FNMI(JTOP)
205 X=K-1
X=YLOW+X*DELD
RN1=FNMI(K)+(FNMI(K+1)-FNMI(K))*(YN-X)/DELD
GO TO 212
248 WRITE(NOUTPE,249)N
249 FORMAT(43H COMPOSITION OPERATOR NOT DEFINED FOR STAGE,I5)
GO TO 2003

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21  CN=RN+RNM1
22  GO TO 143
23  CN=RN+RNM1
24  GO TO 143
25  IF (RN-RNM1) 141,141,142
141  CN=RN
142  GO TO 143
143  CN=RN
144  GO TO 143
26  IF (RN-RNM1) 145,145,146
145  CN=RN
146  GO TO 143
147  CN=RN
148  GO TO 143
149  IF ((CN-BEST)*XMODE) 144,137,137
150  BEST=CN
151  DNBEST=DN
152  NEXT LINE INSERTED FOR TESTING 1AUG84
153  RNBST=RN
154  WRITE (IBALL,5) DN,BEST
155  FORMAT(' AT',F10.2,' THE TOTAL RETURN IS',F15.9)
156  CC CONTINUE
157  WRITE (NCALC) BEST,DNBEST
158  BEST1=RNBST*365
159  BEST2=SUMELT*BEST1/(E(N)*A(N)*B(N))
160  WRITE (IBALL,2008) N,XN,DNBEST,RNBST,BEST1,BEST2
161  FORMAT(I5,2F10.2,3F15.10)
162  CC CONTINUE
163  REWIND NCALC
164  WRITE (NTAPE) XLOW,XHIGH,DELX,ITOP,XMODE,XMIN1L,XMIN1H
165  DO 404 I=1,ITOP
166  READ (NCALC) DUM,DNOFXN(I)
167  REWIND NCALC
168  WRITE (NTAPE) (DNOFXN(II),II=1,ITOP)
169  DO 402 I=1,ITOP
170  READ (NCALC) FN(I),DUM
171  REWIND NCALC
172  XLOW=XLOW
173  XHIGH=XHIGH
174  DELY=DELX
175  JTCP=ITOP
176  CONTINUE
177  WRITE (NTAPE) (FN(II),II=1,ITOP)
178  END FILE MTAPE
179  REWIND MTAPE
180  N=NMAX
181  J=N-1
182  IF (J) 407,407,201
  
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201 DO 522 I=1, J
522 READ (MTAPE) XLOW, XHIGH, DELX, ITOP, XMODE
407 READ (MTAPE) (FN(I), I=1, ITOP)
READ (MTAPE) MTAPE
BACKSPACE MTAPE
READ (INTAPE, 162) XN1, XN2
162 FORMAT(2E15.8)
NPAGE=NPAGE+1
WRITE (NOUTPE, 152) NPAGE
C WRITE (NOUTPE, 2008) XN1, XN2 2F20.8 ///
C2008 FORMAT(///, DATA CARD, ' ', 2F20.8 ///)
C IF (XMODE) 323, 323, 324
324 WRITE (NOUTPE, 325) N
325 FORMAT(29H THE PROBLEM IS TO MINIMIZE AI6, 14H STAGE PROCESS)
GO TO 327
323 WRITE (NOUTPE, 326) N
326 FORMAT(29H THE PROBLEM IS TO MAXIMIZE AI6, 14H STAGE PROCESS)
327 WRITE (NOUTPE, 328) XN1
328 WRITE (NOUTPE, 328) XN2
328 FORMAT(42H XN IS TO BE CHOSEN OPTIMALLY BETWEEN XN=1PE14.5)
1328 FORMAT(8H AND XN=1PE14.5)
171 IF (XLOW-XN1) 175, 175, 176
176 WRITE (NOUTPE, 177) XLOW, XHIGH
177 FORMAT(47H THE PROGRAM ONLY HAS INFORMATION ON XN BETWEEN 16.8)
1177 GO TO 240
175 IF (XN2-XHIGH) 181, 181, 176
181 IF (XN1-XN2) 178, 178, 176
178 IX1=(XN1-XLOW)/DELX+1.001
IX2=(XN2-XLOW)/DELX+1.001
BEST=1.0E+35*XMODE
DO 182 J=IX1, IX2
183 IF (FN(J) - BEST) *XMODE 183, 182, 182
BEST=FN(J)
JSAVE=J
182 CONTINUE
X=JSAVE-1
XN=XLOW+X*DELX
BEST=BEST*365.0
WRITE (NOUTPE, 184) XN, BEST
184 FORMAT(12H OPTIMAL XN=1PE14.5, 16H OPTIMAL RETURN=1PE14.5)
186 READ (MTAPE) (DNCFXN(II), II=1, ITOP)
DN=DN+OFXN(JSAVE)
CALL TRANP

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```

204 WRITE(NOUTPE,188)
188 FORMAT(7H0,N18X2HXN18X2HDN16X4HXN-1)
203 WRITE(NOUTPE,189) N,XN,DN,YN
1203 WRITE(KEEP,190) N,DN,XN,C(N),XMIN1L,XMIN1H
189 FORMAT(17,1P3E20.8)
190 FORMAT(115,5F10.2)
NN=NN+1
N=N-1
IF((N-1).GE.0.0)GO TO 1243
C1244 CALL ADJUST
1243 IF(N-1)244,193,193
C1244 MOVED 244 LABEL UP ONE LINE SHOULD BE ON GO TO 240
244 IF(KODE3.EQ.0) GO TO 1333
CALL ENTER2
1333 CONTINUE
CALL SADJUS
CALL GETIME (IFT)
ET=ET*.000026
WRITE(NOUTPE,2)ET
WRITE(NOUTPE,2)ET
FORMAT(' ELAPSED TIME FOR EXECUTION WAS ',316.6,' SECONDS.')
C2 CALL FRTCMS(COM(1),COM(3),COM(J5),COM(6),COM(1),COM(2),COM(15),
C1COM(6))
GO TO 240
193 DO 406 I=1,4
406 PACKSPACE MTAPE
READ(MTAPE) XLCK,XHIGH,DELX,ITOP,XMODE,XMIN1L,XMIN1H
READ(MTAPE) (DNOFXN(I),I=1,ITOP)
L=(YN-XLOW)/DELX+1.001
IF(L)214,214,215
L=1
214 NP1=N+1
219 WRITE(NOUTPE,210) NP1,XN,DN
WRITE(NOUTPE,1216) YN
NN=NN+7
215 IF(L-ITOP)218,216,217
216 DN=DNOFXN(L)
XH=YN
GO TO 196
217 L=ITOP
GO TO 219
218 XN=YN
194 X=L-1
X=XLOW+X*DELX
C9876 WRITE(NOUTPE,9876) N,L,DNOFXN(L),FN(L),DNOFXN(L),XN,X,DELX
FORMAT(12I5,5X,3F5.2,3F10.3)
DN=DNOFXN(L)+(DNOFXN(L+1)-DNOFXN(L))*(XN-X)/DELX

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DP604810
 DP604820
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 DP604850
 DP604860
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 DP604880
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 DP604990
 DP605000
 DP605010
 DP605020
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 DP605040
 DP605050
 DP605060
 DP605070
 DP605080
 DP605090
 DP605100
 DP605110
 DP605120
 DP605130
 DP605140
 DP605150
 DP605160
 DP605170
 DP605180
 DP605190
 DP605200
 DP605210
 DP605220
 DP605230
 DP605240
 DP605250
 DP605260
 DP605270
 DP605280

```

196 CALL TRANFM
IF(NN-50) 203,203,220
220 NPAGE=NPAGE+1
C WRITE(NOUTPE,152) NPAGE
GO TO 204
112 WRITE(NOUTPE,113)
WRITE(NOUTPE,1113) MAX,ITOP
113 FORMAT(52H THIS PROGRAM LIMITS THE NUMBER OF DISCRETE STEPS OF)
1113 FORMAT(21H THE STATE VARIABLE TOI6,26H AND THIS PROBLEM REQUIRESI6)
2002 FORMAT(11,1, ERROR HALT')
2003 WRITE(NOUTPE,2002)
STOP
2000 WRITE(NOUTPE,2001)
2001 FORMAT(11,1, END OF DATA FILE')
STOP
END
CSEARCH DISCRETE FIBONACCI SEARCH SUBROUTINE
SUBROUTINE SEARCH(AA,BB,DELYY,XXMODE,YBEST,BEST)
DIMENSION F(150)
C
C OPTIMIZE WITH RESPECT TO Y BETWEEN AA AND 3B IN STEPS OF DELYY
C STORE OPTIMUM Y IN YBEST AND THE OPTIMUM VALUE OF THE OBJECTIVE
C FUNCTION IN BEST
C XXMODE=-1 FOR MAXIMIZE
C XXMODE=1 FOR MINIMIZE
C SUBROUTINE MUST BE INITIALIZED BY CALLING IT WITH DELYY=-1.0 AT
C LEAST ONCE BEFORE IT IS USED FOR A SEARCH
DELYY=DELYY
A=AA
B=BB
XXMODE=XXMODE
IF(DELYY) 100,100,101
100 F{1}=1.0
F{2}=2.0
DO 1 I=3,150
F(I)=F(I-1)+F(I-2)+1.0
IF(F(I)-1.0E+35) 1,2,2
2 II=I
RETURN
1 CONTINUE
II=150
RETURN
101 YHI=B
YLC=A
FNO=(YHI-YLO)/DELYY+1.0
DO 5 N=1,II
IF(FNO-F(N)) 6,6,5
5 CONTINUE

```

DP605290
 DP605300
 DP605310
 DP605320
 DP605330
 DP605340
 DP605350
 DP605360
 DP605370
 DP605380
 DP605390
 DP605400
 DP605410
 DP605420
 DP605430
 DP605440
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 DP605460
 DP605470
 DP605480
 DP605490
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 DP605680
 DP605690
 DP605700
 DP605710
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 DP605740
 DP605750
 DP605760


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7      WRITE(6,7) 1ERROR, TOO MANY POINTS TO BE SEARCHED)
2002  FORMAT(1, ' ERROR HALT',
2003  WRITE(6,2002)
      STOP
      6      IF(N-2) 42,41,40
      40      Y1=F(N-2)*DELY+YLO
      CALL FUNCTN(Y1,GY1)
      Y2=F(N-1)*DELY+YLO
      CALL FUNCTN(Y2,GY2)
      16      N=N-1
      103     IF(N-1) 102,102,103
      19     IF((GY2-GY1)*XMODE) 19,19,20
      YLO=Y1+DELY
      Y1=Y2
      GY1=GY2
      Y2=F(N-1)*DELY+YLO
      IF(Y2-B) 104,104,105
      105     GY2=1.0E+35*XMODE
      GO TO 16
      104     CALL FUNCTN(Y2,GY2)
      GO TO 16
      20     YHI=Y2-DELY
      Y2=Y1
      GY2=GY1
      IF(N-2) 34,34,35
      34     FNM2=0.0
      GO TO 36
      35     FNM2=F(N-2)
      36     Y1=FNM2*DELY+YLO
      CALL FUNCTN(Y1,GY1)
      GO TO 16
      102     IF((GY2-GY1)*XMODE) 110,111,111
      110     YIBEST=Y2
      BEST=GY2
      FETURN
      111     YIBEST=Y1
      BEST=GY1
      FETURN
      41     Y1=A
      CALL FUNCTN(Y1,GY1)
      Y2=B
      CALL FUNCTN(Y2,GY2)
      GO TO 102
      42     Y1=A
      CALL FUNCTN(Y1,GY1)
      GO TO 111
      END

```

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DP605770
DP605780
DP605790
DP605800
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DP605980
DP605990
DP606000
DP606010
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DP606040
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DP606100
DP606110
DP606120
DP606130
DP606140
DP606150
DP606160
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DP606180
DP606190
DP606200
DP606210
DP606220
DP606230
DP606240

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CFUNCTN
SUBROUTINE FUNCTN(Y,GY)
DIMENSION FN(1000),FNM1(10001),DNOFXN(100) 1)
REAL * 8 TAB(4)
C      * 8 A,B,E,SUMELT,RN,IS,TERM,TEMP,AB,CDF,IDN
COMMON /CON/TAB
COMMON XN,N,DN,YN,RN,SLOW,XHIGH,DELY,DLOW,HIGH,DELD,NUMBER
COMMON YLOW,YHIGH,DELY,FN,JTOP,NFLAG,NMAX,XLAM
COMMON A,B,C,D,E,F,G,V,SUMELT,KODE1,KODE2,KODE3
EQUIVALENCE (FN(1),FNM1(1),DNOFXN(1))
DN=Y
NOUTPE=12
JUMP MAY BE SET TO 1 IN TRANFM TO INDICATE AN INFEASIBLE XN-1
C
C      CALL TRANFM
CALL STGRET
XMCDE=1 FOR MIN, -1 FOR MAX
IF (JUMP.EQ.1) RN=999999*XMDE
IF (N-1) 146,146,401
401 K=(YN-YLOW)/DELY+1.001
IF (K) 212,212,209
212 WRITE(NOUTPE,210) N,XN,DN
210 WRITE(NOUTPE,210) YN
1210 FORMAT(//9H AT STAGE 15.9H WITH XN=E15.8,8! AND DN=E15.8)
2002 FORMAT(11H XN-1 EQUALS 16.8,21H AND IS OUT OF LIMITS//)
2003 WRITE(NOUTPE,2002)
STOP
IF (K-JTOP) 205,206,212
206 RNM1=FNM1(JTOP)
GO TO 207
205 X=K-1
X=YLOW+X*DELY
RNM1=FNM1(K)+(FNM1(K+1)-FNM1(K))*(YN-X)/DELY
207 GO TO (21,22,23,24),NNFLAG
21 CN=RN+RNM1
GO TO 137
22 CN=RN-RNM1
GO TO 137
23 IF (RN-RNM1) 141,141,142
141 QN=RN
GO TO 137
142 CN=ENM1
GO TO 137
24 IF (RN-RNM1) 145,145,146
145 QN=RNM1
GO TO 137
146 QN=RN

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DP606250
 DP606260
 DP606270
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 DP606290
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 DP606690
 DP606700
 DP606710
 DP606720


```

C20 F(1) = V(1) - (INT(V(1)/C(1))) * C(1)
20 G(1) = 0.0
C C(1) = (INT((V(1)+INC)/C2)+1) * C2
C W = (INT(V(1)/C2)+1) * C(1)
C21 W = (INT(V(1)/C2)+1) * C(1)
C98 WRITE(1BALL,21) F(1), V(1), C(1), W
C WRITE(1BALL,4) F(1), G(1)
C DO 30 I=2,NMAX
C IF (C(I) - LE.100.) FACTOR=10.0
C IF (C(I) - LE.50.) FACTOR=100.0
C INC=FACTOR*C(I+1)
C F(I) = (INT((V(I)+INC)/C2)+1) * C2
C G(I) = (INT((V(I)+INC)/C2)+1) * C2
C FTEST=V(I) - INC
C GTEST=V(I) + INC
C45 IF (F(I) - LE.FTEST) GO TO 60
C60 IF ((F(I) - GE.F(I-1)) - AND.(F(I) - GE.0.0)) GO TO 70
C50 F(I) = F(I) + C(I)
C50 G(I) = G(I) + C(I)
C70 IF (G(I) - GE.GTEST) - AND.(G(I) - GE.G(I-1)) GO TO 80
C75 IF (G(I) - GE.G(I-1)) GO TO 80
C75 G(I) = G(I) + C(I)
C80 WRITE(1NOUTPE,1) I, V(I), XN1, F(I), G(I), FTEST, GTEST
C IF (G(I) - LE.XN1) GO TO 90
C G(I) = G(I) - C(I)
C GO TO 80
C90 CONTINUE
C301 CONTINUE
C F(NMAX) = XN1
C F(NMAX) = INT(XN1/C2) * C2
C G(NMAX) = INT(XN1/C2) * C2
C If (K2 - NE.0) GO TO 129
C131 WRITE(1BALL,131)
C WRITE(1NOUTPE,131)
C129 WRITE(1NOUTPE,131)
C GO TO 30
C123 WRITE(1BALL,127)

```

```

ADJ00460
ADJ00470
ADJ00480
ADJ00490
ADJ00500
ADJ00510
ADJ00520
ADJ00530
ADJ00540
ADJ00550
ADJ00560
ADJ00570
ADJ00580
ADJ00590
ADJ00600
ADJ00610
ADJ00620
ADJ00630
ADJ00640
ADJ00650
ADJ00660
ADJ00670
ADJ00680
ADJ00690
ADJ00700
ADJ00710
ADJ00720
ADJ00730
ADJ00740
ADJ00750
ADJ00760
ADJ00770
ADJ00780
ADJ00790
ADJ00800
ADJ00810
ADJ00820
ADJ00830
ADJ00840
ADJ00850
ADJ00860
ADJ00870
ADJ00880
ADJ00890
ADJ00900
ADJ00910
ADJ00920
ADJ00930

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```

C820 WRITE (IBALL,819)N,XN,XMIN1L,XMIN1H,C(N),DL,W,DHIGH
C819 FORMAT(1X,I5,6F10.2)
C821 CONTINUE
C      DLOW=AMIN1(DLOW,DHIGH)
C      DEID=1
C      IF (N.GT.1).AND.(C(N).GT.1.0) GO TO 36
C      IF (N.EQ.1) DLOW=0
C      IF (N.EQ.1) DHIGH=10.0
C      WRITE (NOUTPE,50)XN,XMIN1L,XMIN1H,C(N),DLOW,DHIGH
C50  FORMAT(6F10.2)
36  RETURN
37  AB=A(N)*B(N)
DO 555 ID=1,30
IS=ID-1
C USE THE SECOND ONE FOR DOUBLE PRECISION
C      TERM=EXP(-AB)
C      TERM=DEXP(-AB)
C      TEMP=TERM
C      IF (IS.EQ.0) GO TO 11
C      DO 10 I=1,IS
C      TEMP=TEMP*AB/I
C      IF (TERM.GE..99999) GO TO 11
C      IF (TEMP.LE..00001) GO TO 11
10  TERM=TERM+TEMP
11  CDF=TERM
40  TWUS=(1.-CDF)*(AB*AB-2.*AB*IS+IS*(IS+1))/(2.*A(N))
X+TEMP*B(N)*(AB-IS)/2.
C CHANGED FOLLOWING TO 555 FROM 556
C      IF (KODE2.EQ.2.AND.E(N)*TWUS/SUMELT.LE.XN)3) TO 556
C      IF (KODE2.EQ.2) GO TO 555
C      IF (KODE2.EQ.3) GO TO 554
C      SSS=(1.-TEMP)+(IS-AB)*(1.-CDF)/AB
C      RR=E(N)*AB*SSS/SUMELT
C      Y=XN-RR
C      DLOW=0.
C THE NUMBER IN THE NEXT LINE HAS A BIG EFFECT. IT SHOULD NOT.
C      IF (N.EQ.1) DLOW=1000.
C      IF (N.EQ.1.AND.Y.GT.0.-AND.ID.LT.30) GO TO 555
C      IF (N.EQ.1.AND.Y.LE.0.) DLOW=IS
136  DHIGH=30+DLOW
C      IF (DLOW.EQ.1000.) DHIGH=1000.
C      DEID=1.
C      RETURN
554  AMSRT=TWUS/AB
C      AMTBF=1./A(N)
C      AMTTR=D(N)
C      AV=AMTBF/(AMTBF+AMTTR+AMSRT)
C      IF (AV.GE..XN) GC TO 556

```

DLI00250
 DLI00260
 DLI00270
 DLI00280
 DLI00290
 DLI00300
 DLI00310
 DLI00320
 DLI00330
 DLI00340
 DLI00350
 DLI00360
 DLI00370
 DLI00380
 DLI00390
 DLI00400
 DLI00410
 DLI00420
 DLI00430
 DLI00440
 DLI00450
 DLI00460
 DLI00470
 DLI00480
 DLI00490
 DLI00500
 DLI00510
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 DLI00570
 DLI00580
 DLI00590
 DLI00600
 DLI00610
 DLI00620
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 DLI00640
 DLI00650
 DLI00660
 DLI00670
 DLI00680
 DLI00690
 DLI00700
 DLI00710
 DLI00720

```

555 CONTINUE
556 IS=30
    DLOW=IS
    DELD=1.
    DHIGH=50.
    RETURN
END
BLOCK DATA
COMMON /CON/TAP
REAL * 8 TAB(4) /, SUM',, MULT',, MAXMIN',, MINMAX',/
END

CENTER2
SUBROUTINE ENTER2
    DIMENSION FN(10001), PNM1(10001), DNOFXN(10001), A(101), B(101), C(101)
    DIMENSION D(101), E(101), F(101), G(101), S(101), V(101)
    REAL * 8 A,B,E, SUMELT, RN, TERM, TEMP, AB, CDF
    REAL * 8 TAB(4)
    REAL INC
    COMMON /CON/TAB
    COMMON XN,N,DN,YN,RN,XLOW,XHIGH,DELX,DLOW,DHIGH,DELD,NUMBER
    COMMON YLOW,YHIGH,DELY,NUFF,FN,STOP,NNFLAG,NMAX,XLAM
    COMMON A,B,C,D,E,F,G,V,SUMELT,KODE1,KODE2,KODE3
    COMMON XMIN1,XMINH,KEEP,NEXT1,XN1,XN2
    EQUIVALENCE (FN(1),PNM1(1),DNOFXN(1))
    KEEP=9
    NEXT1=10
    IBALL=11
    NOUTPE=12
    INDEC=14
    IFILE=15
    FACTOR=2.0
    NMAX1=NMAX-1
    TOTAL=0.0
    READ (INDEC,2) NMAX,MTAPE,SOLVE,ITOTAL
    WRITE (IBALL,14) NMAX
    FORMAT (I5)
    DO 100 I=1,NMAX
        READ (INDEC,11) S(I)
        FORMAT (F10.2)
        POINT=S(I)*C(I)
        TOTAL=TOTAL+POINT
        WRITE (IBALL,11) TOTAL
        V(I)=TOTAL
    CONTINUE
    F(NMAX)=V(NMAX)
    G(NMAX)=V(NMAX)
    IF (ITOTAL.EQ.0) GO TO 9
    READ (INDEC,4) XN1,XN2

```

```

DLI00733
DLI00740
DLI00750
DLI00760
DLI00770
DLI00780
DLI00790
DLI00800
DLI00810
DLI00820
DLI00830
ENT00010
ENT00020
ENT00030
ENT00040
ENT00050
ENT00060
ENT00070
ENT00080
ENT00090
ENT00100
ENT00110
ENT00120
ENT00130
ENT00140
ENT00150
ENT00160
ENT00170
ENT00180
ENT00190
ENT00200
ENT00210
ENT00220
ENT00230
ENT00240
ENT00250
ENT00260
ENT00270
ENT00280
ENT00290
ENT00300
ENT00310
ENT00320
ENT00330
ENT00340
ENT00350
ENT00360
ENT00370

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```

9      F(NMAX)=XN1
C      G(NMAX)=XN2
C      IF (C(1).LE.100.)FACTOR=10.
C      IF (C(1).LE.50.)FACTOR=100.
C      INC=FACTOR*C(2)
C      TEST=V(1)+INC
C      WRITE(12)S(1),C(1),TOTAL,V(1),TEST,INC
C      FORMAT(6F10.2)
C      IF (G(1).GE.TEST) GO TO 20
C      IF (G(1).GE.C(1))
C      GO TO 10
C      F(1)=V(1)-(INT(V(1)/C(1)))*C(1)
C      W=(INT(V(1)/C(1))+1)*C(1)
C      WRITE(12)F(1),G(1)
C      DO 30 J=2,NMAX
C      IF (C(J).LE.100.)FACTOR=10.0
C      IF (C(J).LE.50.)FACTOR=100.0
C      INC=FACTOR*C(J+1)
C      F(J)=V(J)
C      G(J)=V(J)
C      FTEST=V(J)-INC
C      GTEST=V(J)+INC
C      IF (F(J).LE.FTEST) GO TO 60
C      IF (F(J).GE.F(J-1)).AND.(F(J).GE.0.0) GO TO 70
C      IF (F(J).GE.F(J)+C(J))
C      GO TO 30
C      IF ((G(J).GE.GTEST).AND.(G(J).GE.G(J-1))) GO TO 80
C      IF ((G(J).GE.G(J)+C(J))
C      GO TO 70
C      IF (G(J).LE.XN1) GO TO 90
C      IF (G(J).GE.C(1))
C      GO TO 80
C      CONTINUE
C      WRITE(12)S(J),C(J),TOTAL,V(J),FTEST,GTEST,INC
C      FORMAT(7F8.2)
C      CCNTINUE
C      IF (ITOTAL.EQ.0) GO TO 99
C      G(NMAX1)=XN2
C      CONTINUE
C      WRITE(12)NMAX,MTAPE,SOLVE,ITOTAL
C      FORMAT(2I5,A5,I5)
C      K1=1
C      F2=0.0
C      WRITE(12)K1,K1,F(K1),G(K1),C(K1),F2,W
C      DO 400 K=2,NMAX

```

```

ENT000380
ENT000390
ENT000400
ENT000410
ENT000420
ENT000430
ENT000440
ENT000450
ENT000460
ENT000470
ENT000480
ENT000490
ENT000500
ENT000510
ENT000520
ENT000530
ENT000540
ENT000550
ENT000560
ENT000570
ENT000580
ENT000590
ENT000600
ENT000610
ENT000620
ENT000630
ENT000640
ENT000650
ENT000660
ENT000670
ENT000680
ENT000690
ENT000700
ENT000710
ENT000720
ENT000730
ENT000740
ENT000750
ENT000760
ENT000770
ENT000780
ENT000790
ENT000800
ENT000810
ENT000820
ENT000830
ENT000840
ENT000850

```



```

400      WRITE (IFILE,3) K,K,F(K),G(K),C(K),F(K-1),G(K-1)
CONTINUE
3      FORMAT(2I5,3F10.2,' MIN SUM 2',2F9.2)
WRITE (IFILE,4) F(NMAX),G(NMAX)
4      FORMAT(2F15.2)
1      FORMAT(I5,5F10.2)
9      FORMAT(I5)
900     RETURN
END
CSTGRET
SUBROUTINE STGRET
DIMENSION FN(1000), FNM1(1000), DNOFXN(100), A(101), B(101), C(101)
DIMENSION D(101), E(101), F(101), G(101), V(101)
REAL * 8 A,B,E,SUMELT,RN,TERM,TEMP,AB,CDF
COMMON /CON/TAB(4)
COMMON XN,N,DN,YN,RN,XLOW,XHIGH,DELX,DLOW,HIGH,DELD,NUMBER
COMMON YLOW,YHIGH,DELY,NUFF,FN,JTOP,NFLAG,NMAX,XLAM
COMMON A,B,C,D,E,F,G,V,SUMELT,KODE1,KODE2,KODE3
COMMON XMIN,XMIN1,XMINH,KEEP,NEXT1,XN1,XN2
EQUIVALENCE (FN(1),FNM1(1),DNOFXN(1))
CONTINUE
NEXT1=10
IBALL=11
NOUTPE=12
IF (KODE1.EQ.0) GO TO 77
IDN=INT(DN)
AB=A(IN)*B(N)
IS=IDN
TERM=0.
TEMP=0.
IF (IS.LT.0) GO TO 11
IF (AB.LE.170.0) GO TO 12
TERM=0.0
GO TO 13
C USE THE SECOND ONE FOR DOUBLE PRECISION
12 TERM=EXP(-AB)
C12 TERM=DEXP(-AB)
13 TEMP=TERM
IF (IS.EQ.0) GO TO 11
DO 10 I=1,IS
TEMP=TEMP/I
CALL OVERFL (JOY)
IF (JOY.NE.2) WRITE(6,999) TEMP,TERM,A(N),B(N),AB,I,IS
C999 FORMAT(1X,5E13.5,2I5)
IF (TERM.GE..99999) GO TO 11
C IF (TEMP.LE..00001) GO TO 11

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INLATA=3
NOUTPE=12
IOUTPE=6
XMINIH=0.0
READ (INDATA,808) CODE1,KODE2,KODE3
WRITE (NOUTPE,808) CODE1,KODE2,KODE3
808 FORMAT(3I3)
IF (KODE1.EQ.0) WRITE (NOUTPE,110)
IF (KODE1.EQ.1) WRITE (NOUTPE,101)
IF (KODE1.EQ.2) WRITE (NOUTPE,202)
IF (KODE1.EQ.3) WRITE (NOUTPE,303)
IF (KODE1.EQ.3) THE OBJECTIVE IS COST
110 FORMAT(30H THE OBJECTIVE IS COST
101 FORMAT(30H THE OBJECTIVE IS SMA
202 FORMAT(30H THE OBJECTIVE IS MSRT
303 FORMAT(30H THE OBJECTIVE IS AVAILABILITY)
IF (KODE2.EQ.0) WRITE (NOUTPE,900)
IF (KODE2.EQ.1) WRITE (NOUTPE,901)
IF (KODE2.EQ.2) WRITE (NOUTPE,902)
IF (KODE2.EQ.3) WRITE (NOUTPE,903)
900 FORMAT(30H CONSTRAINT ON COST
901 FORMAT(30H CONSTRAINT ON SMA
902 FORMAT(30H CONSTRAINT ON MSRT
903 FORMAT(30H CONSTRAINT ON AVAILABILITY)
C1
WRITE (NOUTPE,1) NMAX
FORMAT(I5)
DO 333 K=1,NMAX
READ (INDATA,999) A(K),C(K),E(K),B(K),D(K)
999 FORMAT(5F10.4)
C 333 WRITE (NOUTPE,999) A(K),B(K),C(K),D(K),E(K)
SUMELT=0
DO 30 I=1,NMAX
30 SUMELT=SUMELT+E(I)*A(I)*B(I)
765 WRITE (NOUTPE,765) SUMELT
FORMAT(F10.3)
RETURN
END
CTRANFM
SUBROUTINE TRANFM
DIMENSION FN(10001),FNM1(10001),DNOFXN(100,1),A(101),B(101),C(101)
DIMENSION D(101),E(101),F(101),G(101),V(101)
REAL *8 A,B,E,SUMELT,RN,TERM,TEMP,AB,CDF
REAL *8 TAB(4)
COMMON /CON/TAE
COMMON YN,N,DN,YN,RN,XLOW,XHIGH,DELX,DLOW,,HIGH,DELD,NUMBER
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ST000140
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COMMON YLOW, YHIGH, DELY, NUFF, EN, JTOP, NNFLAG, NMAX, XLAM
COMMON A, B, C, D, E, F, G, V, SUMELT, KODE1, KODE2, KODE3
COMMON XMIN1, XMIN1L, XMIN1H, KEEP, NEXT1, XN1, XN2
EQUILVALENCE (FN(1), FN(1), DNOFXN(1))
IF (KODE2.NE.0) GC TO 12
IF (XN.GE.XMIN1L) GO TO 30
  YN=XMIN1L
  GO TO 31
30 YN=XN-C(N)*DN
31 RETURN
  IDN=INT(DN)
  AB=A(N)*B(N)
  IS=IDN
  TERM=0.
  TEMP=0.
  IF (IS.LT.0) GO TO 11
  THE SECOND ONE FOR DOUBLE PRECISION
  C USE TERM=EXP(-AB)
  C TERM=DEXP(-AB)
  TEMP=TERM
  IF (IS.EQ.0) GO TO 11
  DO 10 I=1, IS
    TEMP=TEMP*AB/I
  IF (TEMP.GE..99999) GO TO 11
  IF (TEMP.LE..00001) GO TO 11
  C TERM=TERM +TEMP
  C CDF=TERM
  TWUS=(1.-CDF)*(AB*AB-2.*AB*IDN+IDN*(IDN+1))/(2.*A(N))
  X+TEMP*B(N)*(AB-IDN)/2.
  IF (KODE2.EQ.2) GO TO 50
  IF (KODE2.EQ.3) GO TO 51
  SMA=(1.-TEMP)*(IDN-AB)*(1.-CDF)/AB
  YN=XN-E(N)*AB*SMA/SUMELT
  IF (YN.LT.0) YN=0.0
  C IF (N.NE.1.AND.YN.LT.0.OR.N.NE.1.AND.YN.GT.1.) JUMP=1
  C IF (N.EQ.1.AND.YN.GT.0) JUMP=1
  C IF (JUMP.EQ.1) YN=0.
  RETURN
51 AMSRT=TWUS/AB
  AMTBF=1./A(N)
  AMTTR=D(N)
  AV=(AMTBF)/(AMTBF+AMTTR+AMSRT)
  YN=XN/AV
  AV IS AVAL
  RETURN
50 YN=XN-E(N)*TWUS/SUMELT

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IF (YN.LE.O.) YN=O.
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LIST OF REFERENCES

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